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NO QUARTER MAGAZINE™

ISSUE Nº 7
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HORDES

THE SECRETS OF THE CIRCLE

IRON KINGDOMS

DRUID CONSTRUCTS AND THE BODGER'S BAG OF TRICKS

WARMACHINE

THE LION'S COUP EXCLUSIVE COMIC! PLUS, CAVALRY AND SUPERIORITY!

JULY 2006
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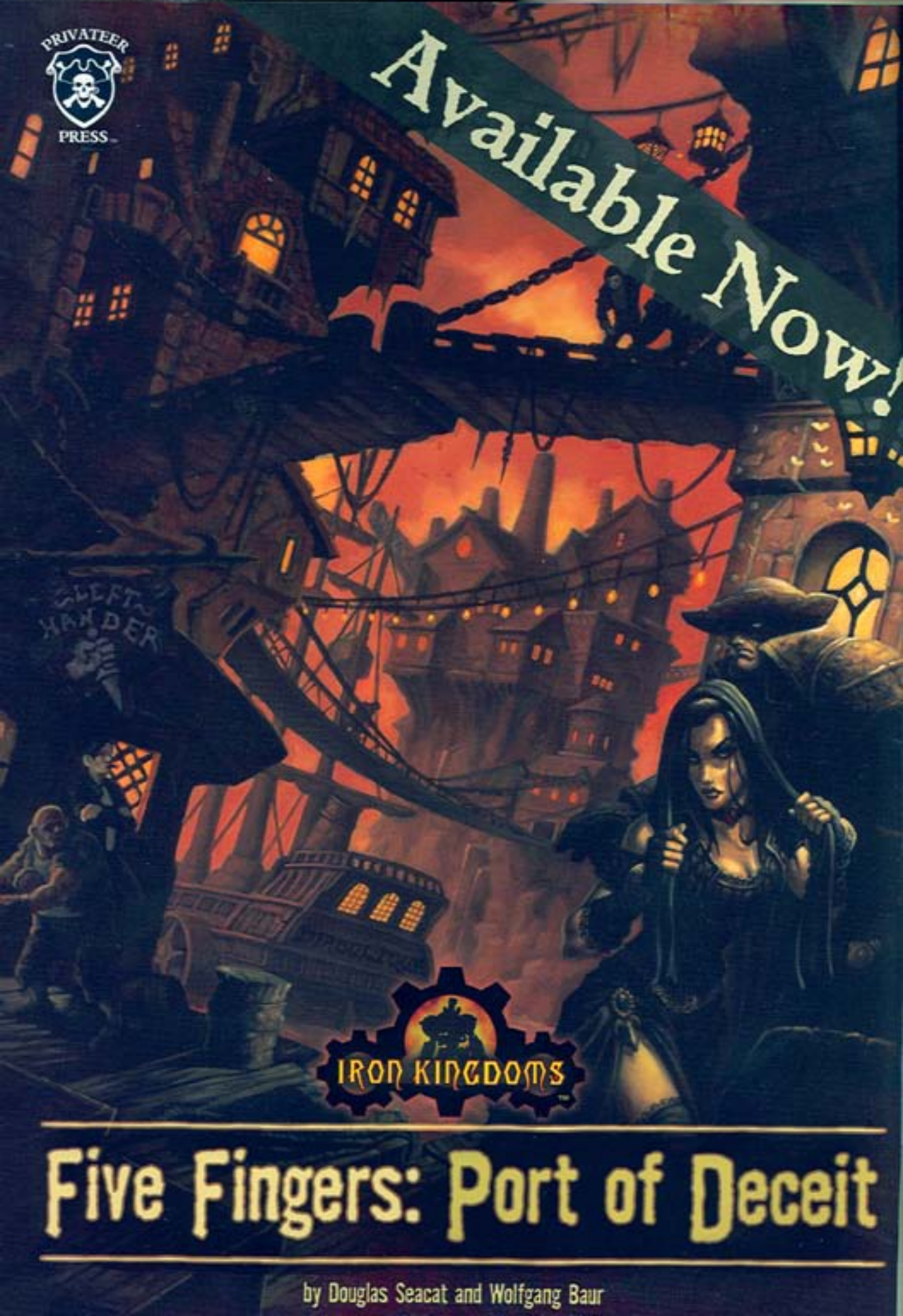
PRIVATEER PRESS
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IRON KINGDOMS
Five Fingers: Port of Deceit
by Douglas Seacat and Wolfgang Baur

On the Cover

Cygnaran Captain Maxwell Finn by Jonathan Kirtz

Captain Finn is a fearless veteran of countless engagements who rose through the ranks of the Trenchers as a living legend. His scar-riddled skin serves as a reminder that the best officers lead from the front. Maxwell charges forward and dodges bullets to seize key strategic positions ahead of his troops. Finn's inspired men push themselves to emulate his example.

Read more on Captain Finn in WARMACHINE:Superiority.

CREDITS

Can you guess which staffer goes with which workspace?

They belong to Jason Soles, Duncan Huffman, Matt Wilson, James Davis, Doug Seacat, Josh Manderville, in no particular order.
Send in your best guess to noquarterletters@privateerpress.com. We'll pick from the right answers and send you your next copy of NQM, for free...

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Jason Martin for terrain in issue #6

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FIRE IN THE HOLE!

Madness...

For you it may be a bit hard to believe this is the anniversary issue of No Quarter Magazine. I know that to many of you it seems like just yesterday we announced the project. Fast-forward 525,960 minutes, 700 pages, over 130 articles, and here we are. Easy peasy. It didn't even feel like a year did it?

Well... It did to us. Making a magazine is a bit like bobbing for apples in an industrial blender. Not only do you get to pluck out the big juicy ones, but also you get the pleasure of knowing that one slip will lead to a spectacular end. Every issue is an exercise in cat herding, a never-ending parade of little projects that if executed well will thrill and delight. If not, we'll be left standing here with our pants down. Which when I think about it would be a different kind of thrill, though not delightful at all.

That's what motivates us. We clearly don't do it for the money. We do it because we're bat-shit loco and we simply have to do this stuff. We do it because we feel we are the luckiest pirates on the high seas to be able to crank this great rag out. We get to try things in No Quarter that we can't do elsewhere. We get to experiment and stretch. We get to show off a bit.

Sometimes this works out phenomenally well. The historical campaign from issue #4 is a great example of an article that started as a "wouldn't it be cool" discussion that turned into an unexpected gem. We liked that one so much that we decided to reach back into the past once again with the Coup scenario in this very issue. When we are lucky, they work like that. We get lucky a lot.

They don't all work out so well. We once planned an article that focused on some Iron Kingdoms RPG characters being usable in WARMACHINE. While the concept was amazing, it was also amazingly difficult to execute without detonating the entire game. While experiments are encouraged, this thing was too nuts – even for us. When we adjusted it down, it became a boring drag. When we tweaked it back up, it threatened to eat babies and date our sisters. In the end, we decided to put it on hold for now and focus on other cool stuff. Sometimes you get the article; sometimes it gets you.

And before you ask, we'll let you know if that article is rearing it's head again - no need to keep filling my mailbox asking for it, you loony kids. You'll know by my incoherent screaming and all the gnashing of teeth.

The crazy-train is not slowing down either way. The great ideas as well as the kooky are all governed by the same looming deadlines and our own desire. The next year will up the ante for us. We made it over a hump that few make it past, now we have to keep delivering. We promise to keep it coming so long as you keep it in your gamer bag.

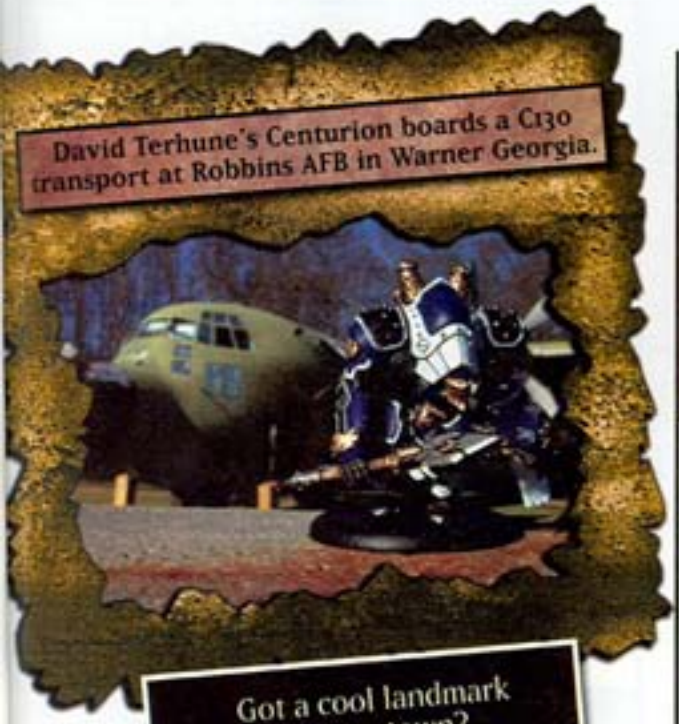
Until next time.

Play Like You've Got a Pair!

Duncan Huffman
-Editor in Chief

BOATSWAIN'S CALL

LETTERS TO THE EDITOR, AND GENERAL SHENANIGANS



David Terhune's Centurion boards a C130 transport at Robbins AFB in Warner Georgia.

Got a cool landmark in your town?

Send us pictures of your 'jacks out on walkabout to **jackabouttown@privateerpress.com** If we like 'em, we'll print 'em.

I was wondering at the BIG gaming conventions, GenCon most notably, if the main tournament would be HORDES and WARMACHINE? In '05 it was the WARMACHINE Open, in that same event this year will HORDES factions also be playable?

Thanks in advance,

Hondaluth

Funny you should ask...

On page 71 of this very issue you will find a complete list of events for Gencon this year. We have two major events WARMACHINE (the 2nd National Open and the new HARDCORE format) and one HORDES event. We also have a mixed 350-point event, Rage and Rivets on the 13th if you want to throw down with both games in the same event.

As more and more releases for HORDES become available, you'll see more and more mixed events worldwide. The National Open will stay focused on WARMACHINE, but the prominence of mixed events will rise over time as well.

NOQUARTERLETTERS@PRIVATEERPRESS.COM

Dear Privateer Press,

We were one of a few stores that ran a midnight HORDES Release Party. Our guys threw down by 12:50am EST and we gave out our medals at 4:15am EST. We're hoping to claim the braggin' rights to having given out the first HORDES medals anywhere in the US and perhaps even the world (since it was 9:15am at best in Europe). Any idea if we can claim this honor for our guys?

David Zoltan

General Manager, Blue Dragon Games

Well David,

I can't guarantee that you folks were the first. There were a surprising number of midnight events going on across the globe. Unleashed was a downright phenomenon.

That said, I have no records of any medals given out earlier, so at this point, your crew at Blue Dragon hold the crown.

As for bragging rights, in this editor's humble opinion, you earned 'em. Keep up the great work!

I'm sure there are a ton of possibilities for the mercs between the two games. So are there any plans to expand their versatility on the mercs in upcoming No Quarters or Superiority?

Turbulence

This one comes up fairly often.

Here's the scoop from a rules perspective. Minions work for HORDES, Mercenaries work for WARMACHINE and there are no exceptions to this rule. So unless a unit has the "Minion" rule, no HORDES for them. The cool thing is that some models will have BOTH rules. Currently, only Alten Ashley has both rules.

We will also only grant both Minion and Mercenary status when it makes sense in the story. As an example, the Trollblood have some specific reasons that they do not hire Boomhowler. Without revealing too much, let's just say they do not get along. Alten works for both because his career is focused on monster hunting and he shifts between the wild and man-made sides of Immoran with ease. As for Magnus, his current incarnation has almost no exposure to the Skorne. As for Epic Magnus, well you'll just have to wait and see...

In short, we will not be revisiting any current Mercs or Minions and changing them, but as new units come along and the story calls for them to have both rules, then we will not hesitate.

I think it would be really cool if you guys had a program where we could send in our IK characters sheet and then receive a WARMACHINE or HORDES stat card based on the sheet to use in friendly games. Complete with their name and faction everything.

sfxx5

Yes.
That would be cool.

(I wouldn't hold my breath for that one sfxx5...)

I posted this in general and thought it would be good to be addressed in print, so I hope you guys can address my sadness at not getting an epic Severius.

So I love the epics and the idea of epics, but I am very disappointed with what happened this time. Every prime caster has an epic except Severius. I'm curious to hear why he was the only ignored caster and Feora was chosen instead.

Pickman

I'm glad you brought this one up Pickman.

Despite the apparent pattern, we don't make Warcasters Epic based on when they came out. The choice to make someone epic is primarily based on his/her story.

Warcasters evolve because of their experiences as the storyline evolves. Of course the Prime casters have been around the longest and so they have a bit more story to draw from. The exception here was Severius. At the time of Superiority, he has pretty much the same outlook and experience that he did in Escalation. That's not to say that he was stagnate, he just maintained a steady course and as a result, changed little. Feora on the other hand, underwent some fairly drastic changes and those inner struggles caused her to grow. The story really called for her to go epic first.

To be clear, we did not skip Severius. When his time comes, it'll be a doozy.

Privateer Press New Releases

WARMACHINE

July

Cygnar Captain
Maxwell Finn
Sculpted By:
Werner Klocke
PIP 31040 $9.99

Khador Kovnik Grigorovich
Sculpted By:
Felix Painiagua
PIP 33041 $9.99

Cyrx Bane Lord Tartarus
Sculpted By:
Jose Roig
PIP 34042 $14.99

Protectorate of Menoth
High Paladin Vilmon
Sculpted By:
Werner Klocke
PIP 32039 $9.99

Royal Guard
Coleman Stryker
Sculpted By:
Edgar Ramos
PIP 81030 $6.99

Knight of the Prophet
Sculpted By:
Steve Saunders
PIP 81031 $7.99

Privateer Press New Releases

HORDES

July

Skorne Cataphract Arcuari Unit Box
Sculpted By: Steve Saunders PIP 74011 $49.99 - Cataphract Arcuarius (1) PIP 74012 $12.99

Legion Blighted Archers Unit Box
Sculpted By: Felix Painiagua PIP 73009 $24.99 - Blighted Archers (2) PIP 73010 $7.99

King Vinter Raelthrone IV
Sculpted By:
Edgar Ramos
PIP 81033 $7.99

Prince Leto Raelthrone
Sculpted By:
Jerzy Montwill
PIP 81032 $7.99

Five Fingers: Port of Deceit
PIP 404 $34.99

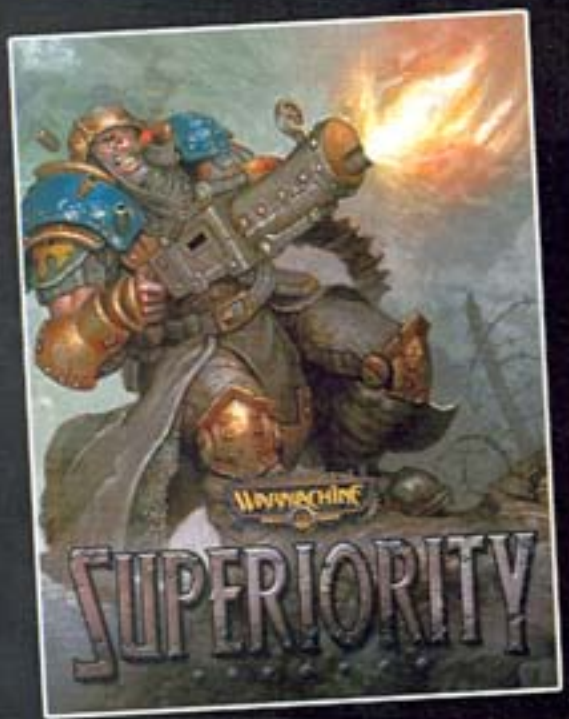
Privateer Press New Releases August

Cygnar Epic Warcaster
Captain Allister Caine
Sculpted By:
Edgar Ramos
PIP 31041 $14.99

Cryx Epic Warcaster
Skarre, Queen of the
Broken Coast
Sculpted By:
Werner Klocke
PIP 34043 $14.99

Not Pictured:

Protectorate Epic Warcaster Feora, Protector of the Flame • PIP 32040 $14.99
Khador Epic Warcaster Kommander Orsus Zoktavir • PIP 33042 $14.99
Mercenary Epic Warcatser Magnus the Warlord • PIP 41033 $14.99



WARMACHINE: Superiority
PIP 1007 $34.99

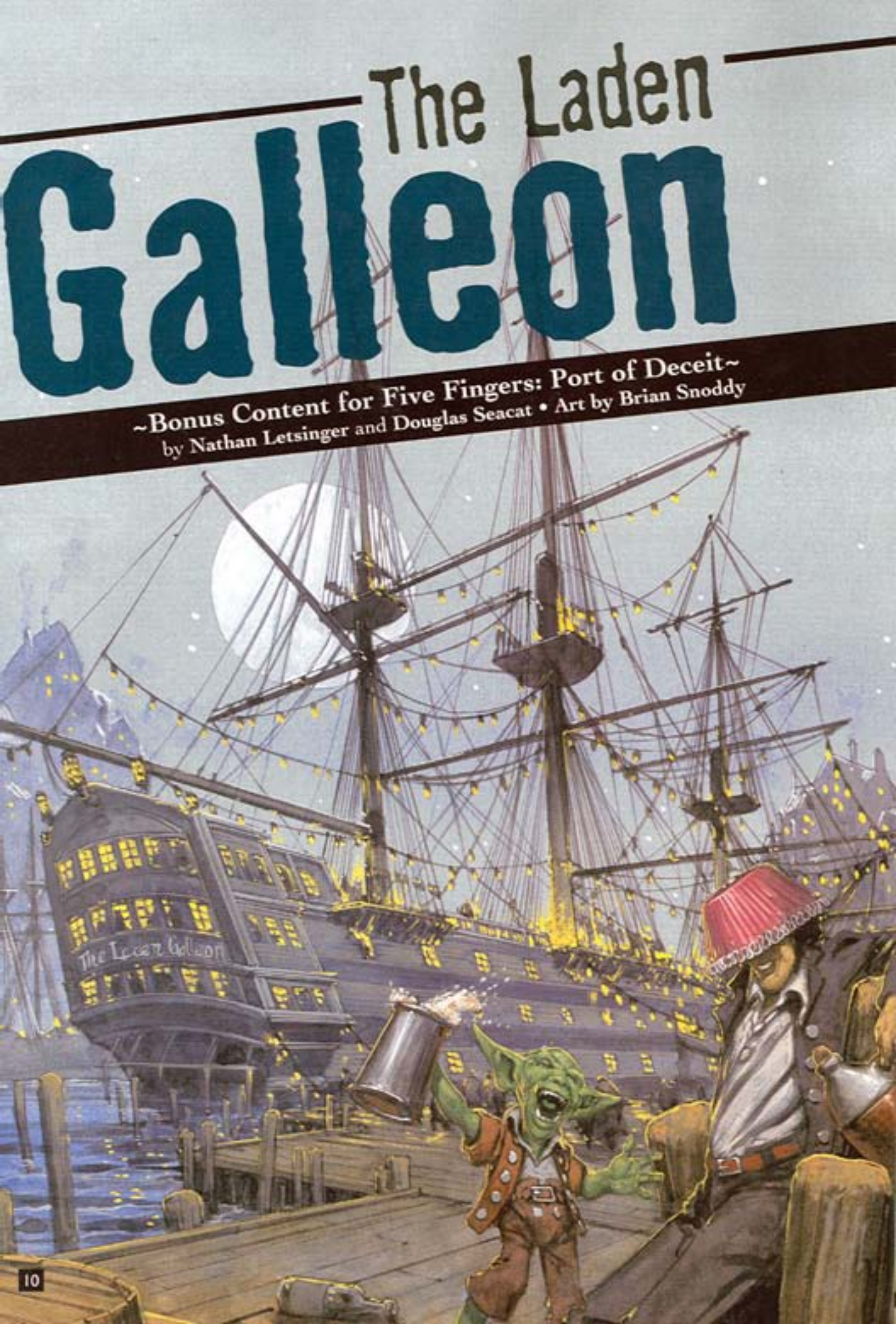
As the fourth book in the WARMACHINE series, Superiority brings players into the midst of total war readiness. The fates of nations lie in the hands of the steadfast soldiers persevering on the front lines, and WARMACHINE: Superiority places a magnifying glass on their struggles. In addition, Superiority bolsters the warring nations with new warcasters, units, warjacks, solos, and new rules for special weapon attachments and cavalry.

WARMACHINE: Superiority
Special Edition Hardcover
PIP 1008 $44.99

The Laden Galleon

~Bonus Content for Five Fingers: Port of Deceit~

by Nathan Letsinger and Douglas Seacat • Art by Brian Snoddy



This gambling ship is one of the premiere destinations in the Ordic port city of Five Fingers. The establishment is briefly described in Five Fingers: Port of Deceit, but this expands on that information and includes playable games popular at its tables. While intended for Five Fingers, the book is not required to use this location, which could be adapted to fit other port cities. The games presented here can be found in gambling halls across western Immoren.

Five Fingers started as a smuggling town, evolved into a pirate's haven, and grew to become a major Ordic port city, albeit one noted for a fiercely independent attitude, diverse entertainments, and crime captains. The city is still favored by pirates and privateers, but offers diversions to any travelers, merchants, sailors, or adventurers willing to brave its twisty streets and dark alleys. Gambling is the most widespread of Five Fingers' entertainments, with dozens of gambling halls across the city's connected islands. The Laden Galleon is the most famous, a casino set within a massive sailing ship permanently docked at its own pier in the Rivergrav District on Captain's Isle.

The Galleon is the favored haunt of King Baird Cathor II, the "Bandit King" of Ord, and has earned the nickname, "Baird's Court." It isn't uncommon for other influential figures such as landed castellans or even influential criminals to come here hoping to catch an audience with the king.

It is common for locals to describe the Laden Galleon as 'dry-docked' but this is not technically accurate. While the ship hasn't sailed in a century, it rests in the water. However, It is permanently connected to the pier structure—its attachments flexible enough to accommodate the tide's vagaries. It still conveys the illusion of being a ship that could take to sea at any time.

The Galleon is an impressive vessel, over two hundred feet in length. It can support hundreds of customers comfortably. In addition to steam-engine driven lifts and dumbwaiters traveling between the decks, the Galleon has extensive copper piping, including plumbing and access to fresh running water, piped to the ship at considerable expense from the nearest section of Five Fingers' aqueduct. In Five Fingers, fresh water and reliable plumbing are unusual luxuries.

History

The Laden Galleon was once the *HMS Brazen*, an enormous first-rank ship of the line of the Ordic Royal Navy, launched from Berck in 435 AR. It is estimated that 6,000 trees were consumed in its original construction, including oak trees from the nearby Olgunholt Forest. The ship saw extensive service during the Second Expansion War between Khador and Ord starting in 464 AR. Boasting 110 cannons on three gun-decks, the vessel won several notable engagements and seemed destined for greatness. Unfortunately it was outnumbered by Khadoran vessels outside the Shearwater Narrows in 467 AR and nearly destroyed. The Brazen limped to Five Fingers and was deemed unsalvageable—its masts shattered, hull critically impacted, and its decks torn up beyond repair.

The ship would have been torn apart for salvage if not for Andro Santoro, a wealthy entrepreneur. He used the ship to expand his gambling operations to the Rivergrav, hoping to entice customers as soon as they disembarked from the Dragon's Tongue River. The Navy agreed to sell the ship on the condition that it would never sail and must be renamed. Investing a fortune in the ship's reconstruction, it was transformed into a tavern, inn, and gambling hall, now named the Laden Galleon. Santoro never recovered the money he sunk into the Galleon before his death, but it has proven highly profitable for his successors.

Ship Layout

Upper Decks

It's impossible to miss the Laden Galleon, particularly at night, its riggings filled with dozens of gold, green, and red lanterns lighting up the entire pier. Ten toughened bruisers are stationed on the upper decks, including four watching the entry ramp to greet guests. Only employees and singular guests are allowed to bear arms inside. The bruisers, dressed in uniforms reminiscent of old Ordic Navy, require guests to disarm—weapons are kept in a secured area of the **Lower Quarterdeck.**

The largest deck is a gathering place for drinking and dining when weather is fair, featuring a glass-enclosed skylight over the main gambling hall below. Those gathered here can look down on the main gambling area, but there have been periodic accidents with drunken visitors making the deadly plunge

through to the floor below. There is a smaller skylight on the Poop Deck above the captain's dining area.

The Captain's Cabin on the stern of the **Upper Quarterdeck** and a suite of rooms below this on the Lower Quarterdeck have been converted into luxury rooms and a private dining area for the Laden Galleon's wealthiest customers. These rooms can be rented for special parties and have staff assigned to them, including a bartender, chef, and small wait-staff. A secured steam-powered lift takes these guests to lower levels without enduring the crowds on the main stairs.

The old pilot's station is on this deck just forward of the captain's cabin, its binnacle and compasses and the great double wheel on display. The huge wheel required four men to turn it in calm weather, and could require up to eight to turn the rudder in a storm. Sometimes the crew will encourage wagers with strong guests, such as ogrun, to challenge them to turn it one entire rotation.

Gun Decks

The *Brazen* had three cramped gun decks, each with low ceilings deemed unsuitable to a gambling hall. When rebuilt, the aft half was converted into two levels, while the forward area was cleared out entirely to make for a spacious main casino gambling hall. A few hammocks from the old crew accommodations have been kept for ambiance, hung from battens affixed to overhead beams. Drunks who pass out are put in these, if they are paying regulars; otherwise they are dumped on the pier.

There are additional tables for games of chance on the upper and lower sections of these decks, offering a wide variety of ways for men and women to lose their money to the house. Games include cards, dice, chance wheels, painted tile gambling, and a few clockwork contraptions operated by inserting the proper weight coins. Dice games remain the most popular diversion, but card games have growing appeal.

There are private rooms to the stern, which can be rented for short term use by the hour, or for one or several evenings. Some rooms include beds, while others have tables for drinking, conversation, or private games. Considerable coin has been spent to insulate these rooms to make them both quiet and secure.

The Orlop

Just below the gun decks and the waterline is the Orlop deck. When it was a ship of the line, this included the surgery and purser's cabin, and the purser's cabin was restored as a hooaga and cigar shop.

At the stern is the Galley, an expanded kitchen which vents smoke through long chimneys out the back of the ship. These same chimneys are shared with steam engines that run the lifts, located below. The Laden Galleon has several top chefs, and offers a variety of high quality food to guests, priced accordingly. This includes specialty dishes, including Khadoran, Llaelese, Cygnaran and even Rhulic dishes like Spiced Armsdeep Trout. Several winched dumb-waiters allow food prepared here to be sent to the decks above.

Forward of the galley are offices and living areas for senior members of the Galleon's crew, although most live elsewhere on Captain's Isle. There are locked and secured offices for the three co-proprietors, as well as the Captain and his mates—the Galleon's managers.

Under the main casino deck is a public area, including its own bar. Toward the aft an area has been cleared to allow for a small theater and seating for shows or music entertainment. The theatre's backstage is crowded with props and a changing room. This area has curtained booths for a modicum of privacy. While this area is not part of the casino, private games are common, and there is no policy against this so long as a portion of money exchanging hands goes to the house. Several high-stakes professional gamblers enjoy regular games here.

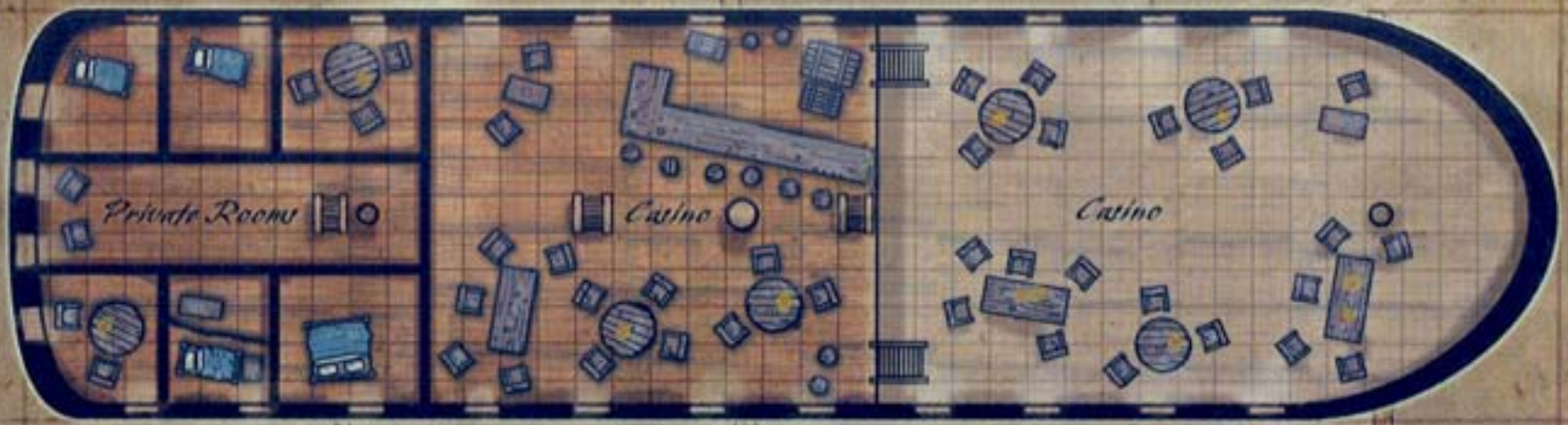
The fore section of the Orlop is the **King's Suite**, a half-dozen different rooms more spacious than the captain's quarters on the upper decks. These rooms are never rented, even when King Baird is not in Five Fingers, nor is anyone allowed into the suite without permission. This area is well protected, including arcane measures hired from the local branch of the Fraternal Order of Wizardry.

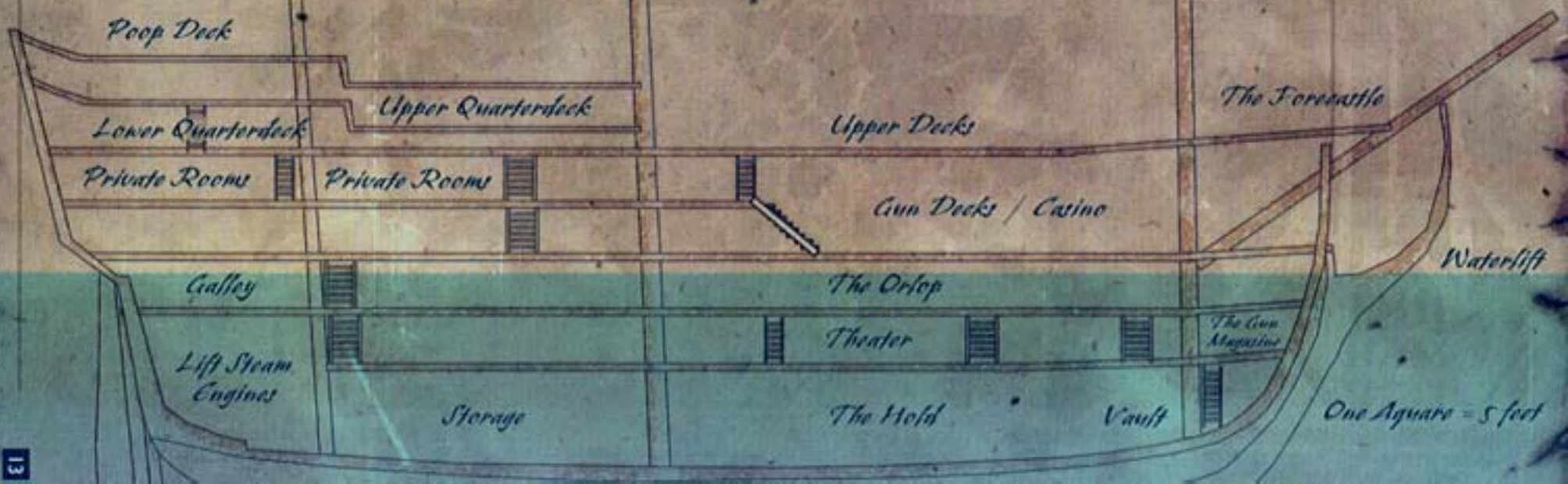
Just below Baird's suite is the old lead and copper-lined **Powder Magazine** from the warship. These divided chambers were used to store volatile blasting powders, one for red, the other for black, every surface covered in copper to prevent sparks. The magazine was rebuilt as extremely secure private meeting rooms, where King Baird meets with agents to conduct affairs of state. High Captain Banek Hurley, a friend of the king's, comes here periodically to deliver the city's 'tribute' to the throne.

The Hold

The stern of the hold is used for storage, including food stock and bottles of expensive spirits. The hold includes the steam-engines running the powered lifts above and the pumps for the complex pipes allowing

The Laden Galleon





fresh water and plumbing. All of these areas are off-limits from guests.

Known to only a few, there is a secret secondary entrance to the ship at the aft end. This locked door leads to a clever artificial tunnel attached like a waterproof umbilical cord to the stern, extending below the ship into a cave complex winding up under Captain's Isle. Only the proprietors and King Baird's retinue have access, able to enter and leave at will.

Guests are allowed in the forward section of the Hold, so long as they are escorted by crew. Certain individuals handle black market exchanges here, having arrangements with the proprietors.

The Crew (Staff)

There is fierce competition for staff positions among noted gambling halls and the Galleon has hired the best of the best. Their dealers are consummate professionals who know all the underhanded tricks, their bartenders know every exotic beverage from Uldenfrost to Mercir, and their bouncers are capable of brutal enforcement but are also polite and know when to handle an influential customer carefully. Over a hundred employees work at the Galleon, spread across three shifts, keeping the hall open twenty-four hours a day, although peak business is from sundown to three hours after midnight.

The Laden Galleon has a tradition of using naval titles for the staff. Working under the proprietors as manager is the Captain, a perfectionist named Harwin Marguile (male Thurian Exp8). He is trusted with running the business, overseeing the busiest shift. His assistant manager is First Mate Tornelo Colofi (male Tordoran Rog2/Exp5), hired away from the Corsair's Coin in the Emerald District. They are aided by a junior manager, Second Mate Jasmile Wesival (female Sinari Exp6), who supervises the day shift. For each shift there are a dozen experienced wait-staff, called simply 'crew', who see to the needs of the patrons. A few have unusual talents and can cover as bartenders, chefs, croupiers, or dealers; some moonlighting as spies for the king, High Captain Hurley, or third parties.

Every gambling hall has a staff dedicated to defending against rogues and thieves. There are two dozen professional dealers, called Gunners, supervised by the shift Bosun, who acts as director of gambling. Keeping an eye on the games are a eight croupiers, called Quartermasters, who watch for cheating and handle money at the tables. These mates report to the shift Pilot, the pit-boss in charge of security. The night shift Pilot is Flynn Scully (male Thurian Rog8), a keen-eyed ex-card shark who ended that career when an enforcer of the Wake Isles Syndicate broke all his fingers. Also notable is Arms-Master Kryle MacFargin (male Ftr6/Enf2), who heads up the bruisers called the "Ship's Watch," of which the bar has as many as twenty-five on hand at any given time, scattered among the decks and posted to the Hold's vault and storage areas.

Several nondescript individuals are on the payroll sprinkled among the guests. This includes informants looking for cheating or drunkards starting trouble, and also coolers. Coolers distract gamblers on a hot streak—there is superstition around notable coolers, who are reputed to suck luck from their surroundings. Several corrupt Five Fingers Watch sergeants and lieutenants frequent the Galleon, some in the pocket of High Captain Hurley, who intercede when trouble threatens to bring the law. There is a semi-retired barrister named Hogg Matterly (male Midlunder Exp6) kept on the payroll for similar reasons, loaned to favored guests who get in trouble.

Gambling

Rules for weekly gambling to accumulate income are detailed Five Fingers: Port of Deceit, but what if you want to take home winnings from a single night of carousing or a single hand at the tables? A character may trust to his luck and skill at the table with a single Gambling check: d20 + Wisdom bonus + any ranks in Profession (Gambler). The particular type of game played can limit the number of ranks of Profession(Gambler) can be use. Use opposed rolls verse all player (including the dealer) to determine the winner. Sometimes a gambler needs an edge and the following rules can give a gambler that edge but not without risk.

Gaining an Edge

Devising loaded dice or marked cards are common tricks to gain an edge. Spotting an opponents cards or counting cards are employed to help even the odds, fairly or not. All gambling halls take steps to limit cheating but some of these techniques are employed by gamblers regularly. If caught, the repercussions can be severe.

Skills

Sleight of hand: Gamblers who wish to keep an ace up their sleeve or to swap a house die for a loaded die must make an single opposed Sleight of Hand check versus the dealer's and all the other players' Spot checks. If a croupier or pit boss are observing you must make a separate Sleight of Hand check opposed by their Spot check. If you are not aware of a pit boss or other staff member's observation they gain a +10 circumstance bonus to their roll. Success indicates you've swapped the die (use the bonus based on the type of loaded die) or a card (+4 circumstance bonus to gambling check.)

Observation: Gamblers wishing to spy an opponent's hand, must succeed in a Spot check opposed by the opponent's Sense Motive check. If your opponent has any ranks in Profession (Gambler) he gains a +10 circumstance bonus to his check. Success gives +4 competence bonus to your gambling check. Failing by more than 5 alerts your opponent and is likely to lead to trouble.

Counting cards: A common method among professional gambler in card games, counting cards can give a slight edge over a long series of games. Counting cards requires an Intelligence check DC 20. Success results in a +2 insight bonus to your gambling check. Failure means you are distracted and results in a -2 penalty to your check.

Bluffing: Not strictly a form of cheating, a gambler can try to add his ranks in Bluff to any game that involved bluffing. The gambler makes a single Bluff check opposed by all the other player's Sense Motive checks. If he is successful he may add his ranks in Bluff to this gambling check. Failure by 10 means you've exposed a 'tell' and any future games with the other player leads to a -4 penalty to your gambling check.

Equipment

Cards of high quality are rarely found outside of a gambling hall, and can fetch a high price from collectors. GMs can use elaborate decks as treasure. Each deck is individual in size, thickness, material, and decorative patterns, making it difficult to create counterfeits for cheating (DC 20 to 25 forgery check to copy a card from a deck.) Simple card decks cost 2 to 4 silver. Customized cards range from the

hand-illustrated (5 gp) to gold-leaf affairs (100 gp.) Characters with 5 ranks of Profession (gambler) gain a +2 synergy bonus to Appraise checks to determine the value of a deck of cards.

Marked cards give a player a +4 equipment bonus to his gambling checks for card games. Spotting a marked card requires a DC 20 spot check. Gambling halls always provide their own cards. Characters may mark cards with a Forgery check DC 15. Failure ruins the card.

Dice are easy to attain and are made of bone, wood, ivory or horn. Cost: 2 cp to 2 gp depending on rarity of material and quality of manufacture.

Loaded dice are often constructed of wood or bone with either a rounded corner or a weight implanted inside to make the die likely to roll a particular result. Loaded dice provide a +2 equipment bonus to gambling checks. Discovering loaded dice is not hard, and requires only a DC 16 spot check. Cost: 10 gp. Creating a counterfeit die to match a gambling house die can triple the cost.

Masterwork loaded dice allow a user to determine before each roll what number is most likely to be rolled. Masterwork loaded dice employ a drop of heavy quicksilver trapped in a lattice inside the die. A single tap sends the quicksilver to the bottom of the die, and weights it according to the user's desire. A masterwork loaded die of this sort provides a +4 equipment bonus to gambling checks and are crafted to deceive inspection (DC 25 spot check.) Cost: 75 gp. Creating a counterfeit die to match a gambling house can triple the cost.

Card and Dice Games

Card Games

Black Argus: A game of chance originating from Khador, it is popular with mercenaries across western Immoren and is popular in Five Fingers taverns and gambling houses as well.

In gambling houses the dealer does not play, but otherwise up to eight players may play with each taking a turn as dealer. From a deck of 52-cards, the dealer deals out two cards face up in front of each player. The dealer then deals a third card and if it ranks between the other two cards the player wins. Before the third card is dealt the player may double his bet. If the first two cards are consecutive it results in a push, if they are a pair the player may push or continue. If the third card makes three of a kind the player is paid at 10 to 1. If all three cards are a consecutive run (for example a 5-6-7) the pay off is 2 to 1.

Maximum players: 8; **Maximum Profession (gambler) ranks:** 4; **Bluff:** No.

Brag: Originating in Llael, this game of bluffing is now popular along the entire Dragons Tongue River after being spread by the various riverboat gambling houses the service the route. The game is simple and far more complex versions have become popular in Five Fingers and Corvis. Despite the equally complex play etiquette surrounding the original game it remains popular with workers, rogues, and adventures who have added a sense of superstition to the handling of the cards. Brag is the most common reason for gamblers to enlist the services of money lenders, and one is never far from a given table.

In the original five cards are dealt to each player face down from a four suite deck (in the Galleon the common suites are Blades, Wheels, Anchors, and Skulls.) Players choose to keep three and discard the other two. Players bet or fold in rounds of betting, with each player betting at least as much as the previous bet. Betting rounds continue until only two players are left. A player may challenge their opponent by doubling the other player's bet. The final round of betting is over when a player refuses to double the bet. If losing a challenge the player must show his cards first. If the challenger's hand would win, he shows his cards and wins the pot. If his hand loses he folds and the other player wins the pot. The challenger loses in the case of equal hands.

Maximum players: 6; **Maximum Profession (gambler) ranks:** Unlimited; **Bluff:** Yes.

Dice Games

Pirates' Dice: A bluffing game played for drink or coin by both Ordic sailors and buccaneers of the Broken Coast, many a game of Pirates' Dice has ended with drawn blades and bloodshed. Traditionally games of Pirates' Dice were common after crew had been paid off and crewmen tested their luck in winning their peers' shares. The usual result was many a pirate going broke and the winner robbed and dead in the alley of a port town. Its reputation has seen it outlawed in timid towns, but it remains a mainstay in Five Fingers and the Laden Galleon's private rooms.

To play, up to six players split 30 dice between them evenly between them. Each player rolls a die to determine the order of bidding, then each player rolls their die in a wooden, metal, or skull cup and keep the result hidden from the other players. Each player then makes a bid on the number of all the players dice showing a certain value, for example declaring

that there are at least "three twos." The following bid may either increase the number of dice of that value ("six twos") or increase the dice value ("three threes") or do both ("six threes".) If a player is unwilling to increase the bid, he challenges the last bidder by showing his dice. All players' dice are then exposed. If the challenged bid stands, the challenger loses a die. If the bid was wrong the bidder loses a die. Another round begins with players rolling their remaining dice. Once a player has lost all their dice, they leave the game and lose their stake. A player can win back a die by making a challenge that the last player's bid is exactly correct. If the number is higher or lower they lose a die, otherwise they gain one back.

There are many regional variations of Pirates' Dice, including use of a 'black die' or "dead die" made of human knuckle bone rolled to determine a value which is considered wild for that round.

The most common gambling method is for each game to be winner take all. As a drinking game, when a die is lost you must drink a number of drinks equal to the value of the die in the bid.

Maximum players: 6. **Maximum Profession (gambler) ranks:** 4 **Bluff:** Yes.

Rum Tide: This simple game of chance also known as "rum luck" is played throughout the Iron Kingdoms, from the most posh of gaming halls to the back alleys and wharfs. The origins of the game are rumored to date back to Caspia besieged by the Orgoth, when a powerful lightening storm and the chaotic influence of the three moons drove the enemy fleet away long enough for provisions to resupply the city. Popularity of the game resurged in Five Fingers where it received its current name, reflecting the influence of the tide on smugglers and the popularity of rum.

Players place bets against a dealer who matches their stake. The dealer rolls three dice. On a three of a kind, any pair and a 1 (known as "throwing a Laris", or "a Baleful"), or a "low tide" result of 1-2-3 the dealer wins. The dealer loses on any pair and a 6 known as "throwing an Artis", or a "high tide" of 4-5-6. If the dealer rolls a pair and no 6 or 1, the other players may roll three dice each. The dealer re-rolls any other result.

Players win if they roll a high tide or throw an Artis, and lose if they roll three of a kind, throw an Laris, or a low tide. If they roll a pair and not a 1 or 6, the can still win if their pair is higher than the dealer's, known as a "rum tide". Any other results are rerolled.

On the street, the dealer is determined by a toss of die. In gambling halls dealers always offer a player his choice out of five dice to use.

Maximum players: 4; **Maximum Profession (gambler) ranks:** 1; **Bluff:** No.

Three Fingers: A widely popular game of chance played only in established gambling halls. The game is largely luck and involves very little skill, so it draws a large crowd but very few professional gamblers.

Players place bets on the outcome of three dice (traditionally knuckle bone, and thus the name) that are rolled by the house. All players may bet on an odd or even outcome, or low (4-10) or high (11-17) all of which pays even, or 1 to 1. A bet placed that a single value show on one of the dice pays even, while a pair pays 2 to 1, and three of a kind pays 3 to 1. A specific number can also be bet with a pay off ranging from 60 to 1 for rare results like a 17 or 4, to 6 in 1 for common results like 10 or 11.

Maximum players: 10; **Maximum Profession (gambler) ranks:** 2; **Bluff:** No.

The Pendrake Encounters

by Edrea Lloryrr (transcribed by Nathan Letsinger)

Secrets of the Druids

Runes inscribed on all stone facings

Dear Professor, I regret to inform you that all has not gone according to plan. The student expedition into the Glimmerwood to observe the trollkin refugees in their natural habitat has failed in a most bloody fashion. Several students are dead or missing, but I managed to discover their gristly fate. I hope this letter finds you safe back in Corvis, for the wilds are now rife with appalling dangers.

It started once we left the fog-laden Widower's Wood and the Northern Tradeway to cross overland into the higher ground of the Glimmerwood. Miles from comfortable university life, the students turned to me to guide them through the ever thickening and tangled undergrowth, leading them to the trollkin camps we hoped to observe.

Let me say sir, that I find it typical of your race to think all Iosans are masters of the wilderness. The suggestion that I share some skill simply by blood and not of experience is repugnant. Rather than rebuff them, I remembered your lessons and kept the setting sun to my back, and sought the peak of distant Mount Shyleth Breen to guide us north and east to the camps.

What happened next caught me unprepared. One of the students was scouting ahead, an eager lad of a mere eighteen years by the quaint surname of Sunbright. He returned to say that he had discovered a glade ahead surrounded by strange and ancient stone obelisks, decorated with perplexing markings. The students pushed boldly past Sunbright, each rushing to behold this discovery. His words brought to mind your warning: "Be wary of any thing ancient for there is a reason it has lasted undisturbed." I remembered also your many tales

of the fates of idiots who ignored such things, and your admonition: "they are called warning markers for a reason!"

I hastened to join them but arrived too late; they had already surrounded the tallest moss-covered obelisk, its tall column jutting up in the center of the glade like a crooked finger pointed accusingly at the sky. The trap was sprung. Suddenly the undergrowth around the glade burst with growth, grass weaving into impenetrable walls. It became clear that some potent force of nature had fenced us into the glade like dragonfish in a barrel.

What happened next threw everyone into a panic—except me, of course. Young Sunbright dashed toward the edge, eager no doubt to test his sorcerous powers. Before he could finish his incantation, a bolt of jagged greenish light erupted from his feet and surged skyward. Not in horror but with the clinical eye you've cultivated, I saw the lightning channel through his body, boiling him like a fish in oil, the force literary tearing him apart. Where his blood soaked the ground woodland growth surged upward. At first we thought his sorcery had backfired, but in seconds the truth was known as first one and then another student were struck by the fierce green lightning.

Suffice to say, this was quite alarming, and I was certain we faced extinction. Inexplicably, the lightning stopped and two towering creatures I recognized from your descriptions came lumbering fromtheforest—they were Woldwardens. Before I could do more than shout, "Stop!" these constructs swept up the last two surviving students and hastened into the trees. I had no choice but to follow, using my inborn gift to evade detection.

Their long strides quickly left me behind, and I saw no trace of their passage, despite their size and weight. Thinking quickly, I was able to use an incantation to scry the familiar accoutrements of one of my students, following their trail by this stratagem. I came upon the most unlikely and disturbing tableau.

Gathered before me were a number of blackclad forms, and I realized I was in the presence of druids, the only ones capable of creating such powerful stone guardians. On the ground between them were laid carefully carved and inscribed stones, similar to the ones on the woldwarden standing on the far side. Piles of trimmed wood bound by ropes were set between the stones, and I realized I was witness to a fabrication ceremony. One of the captured students had been delivered here, being handled by the druids, carried into the center as one drew a length of blade. I realized they intended to sacrifice him, and ascertained his blood must be desired for this rite.

As I summoned my power, intending to distract or divert them by whatever magic I could muster, others came unexpectedly to my aid. Large forms burst through the trees and there were the deafening explosions of gunfire.

Rope bindings soaked in sacrifical blood?

Man-lik posture

I realized it was a group of well armed trollkin, such as the ones we had been sent to observe, clearly with their own grievance against the druids. How my student survived that clash, I have no idea. Full trolls were with the trollkin, a terrifying sight, but they were sent against the woldwarden, and I was able to remain unseen. I was able to sneak unseen to my wayward student and collect him, taking shelter behind a tree. The trollkin were eventually victorious, suffering casualties but driving the surviving druids back into the forest.

Cautiously I made myself known, and while there was tension I was able to persuade them we were friends and learned of the situation in the region. The full details of that conversation I may need to provide later, but the pertinent facts were these trollkin had been repeatedly beset by druids and experienced several kidnappings. I am convinced blood is used to assist in creating these powerful animated constructs. I was only able to recover a single one of my students. I have sent the survivor back with this message, including notes collected during my study.

I write this at a trollkin camp in the Glimmerwood but nothing here is as you hoped it. In short, these woods are now a war-zone. The Thornwood and Gnarls natives are soundly entrenched against skorne incursions from the east. More ruinous is the fact that this other enemy, the druids, strike at their flanks in isolated but devastating attacks. This is no place for the timid, and I must admit admiration for these trollkin despite their primitive ways.

I hope you do not find it overly disingenuous that I accepted this assignment task because it brings me close to my homeland. Much has changed in the world in the short time since I passed through the Gates of Mist into human lands. Increasingly over the last few years I have desired to return to visit relatives and friends left behind. I do not intend to stay in Ios, and I am uncertain what my reception will be. While I am no exile, they do not approve of we who venture into the cities of humanity and it is possible I will face a chilly reception. I will communicate again when I can.

Highest regards,

Associate Professor
Edrea Lloryr

WOLDWATCHER

Large Construct (Elemental Construct)

Hit Dice: 8d10+30 (70 hp)

Initiative: +0

Senses: Darkvision 60', low-light vision, tremorsense (120'), Listen +6*, Spot +6*

Immunities: Poison, sleep effects, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects, critical hits, non-lethal damage, ability damage, ability drain, fatigue, exhaustion, energy drain, and massive damage. Immune to all spells of the Animal and Plant domains.

Speed: 30 ft. (6 squares)

Armor Class: 24 (-1 Size, - 1 Dex, +12 Natural, +4 Shield), touch 8, flat-footed 24

BAB/Grapple: +6/+16

Attack: Slam +11 melee (1d6+6)

Full Attack: 2 clams +11 melee (1d6+6)

Space/Reach: 10 ft./10 ft.

Special Attacks: Elemental Strike

Special Qualities: Elemental Construct Traits, tremorsense 120 ft., damage reduction 10/magic, Call Wardens, Elemental Strike, Plant Growth, Fertilize, Stone Shields, Stone Form.

Saves: Fort +2, Reflex +1, Will +4

Abilities: Str 22, Dex 9, Con —, Int —, Wis 15, Cha 1

Skills: Hide +11**

Feats: —

Environment: Any land

Organization: Solitary

Challenge Rating: 9

Alignment: Always neutral

Advancement: 9-12 (Large), 13-20 (Huge)

Level adjustment:—

* Woldwardens gain a +4 competency bonus to Spot and Listen checks

**Woldwardens gain +15 competency bonus to Hide due to the Greater Shadow ability of its Stone Shields.

Combat

Woldwatchers defend sacred groves and entry points into Circle of Orboros territories. Their natural construction and command of plants allows them to hide in the wilderness where they are often mistaken as vine-entangled piles of stones. Some woldwatchers are programmed to attack any who transgress while others simply watch intruders and call for the more powerful woldwardens to intercept. Before combat, woldwatchers are usually in Stone Form and hiding, giving them the element of surprise. They will use any surprise round to Call wardens and use Plant Grown to hinder opponents before using Elemental Strikes from a safe distance.

Call Wardens (Su): As a free action, a woldwatcher may send a telepathic message to all nearby woldwardens or to its creator. This message may be sent instantaneously up to 10 miles from the woldwatcher. Because a woldwatcher is mindless, the content of the message and the conditions under which it is sent is established by its creator. For example, the creator may instruct it to call a nearby Woldwardens its location if attacked. A Woldwatcher may have one conditional call per hit die.

Elemental Construct Traits: woldwatchers have standard Elemental Construct traits.

Elemental Strike (Sp): The woldwatcher may call a bolt of green lightning-like magical force that surges up from the ground and targets a single square up to 80 feet from the woldwatcher, and extends in a 40 foot vertical line of effect. Anyone in the square or in the 40 foot line suffers 8d6 force damage (Reflex save DC13 for half).

Fertilize (Su): When a woldwatcher kills a living corporeal creature with a slam attack or an Elemental Strike, it may use its Plant Growth ability as a swift action in the area where the creature was slain.

Plant Growth (Sp): A woldwatcher may create overgrowth effect of the Plant Growth spell as a 8th-level caster.

Stone Shields (Ex): woldwatcher forearms are set with large pieces of stone that serve as shields (hardness 8, hit points 90; each shield grants +4 AC shield bonus). These are enchanted with the Greater Shadow special ability, granting a +15 competence bonus to the woldwatcher's Hide checks. Creators of woldwatchers may imbue additional magical effects during creation. A Woldwatcher may attack without penalty while still gaining the shield bonus from it's Stone Shields.

Stone Form (Ex): By giving up all attacks and not moving, the woldwatcher may combine his stone shields to gain total cover. This does not provide cover against targeted spells; a spell caster can cast a spell by targeting the stone shields.

Elemental Construct Traits

An elemental construct is an artificially constructed creature made of natural materials such as wood and stone, and relies on mystical powers imbued into its materials for its animation. Elemental constructs are a sub-type of Construct and have the following traits:

- No Constitution score; No Intelligence score;
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless.)
- Elemental constructs are always mindless and never gain skill points or feats.
- Low-light vision
- Darkvision out to 60 feet
- Immunity to all mind-affecting effects
- Immunity to poison, sleep effects, paralysis, stunning, disease, death effects, and necromancy effects.
- Cannot heal damage on its own, and can only be repaired by a class special ability or through the use of the Craft Elemental Construct feat.
- Not subject to critical hits, non-lethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain.
- Not at risk of death from massive damage. Immediately destroyed when reduced to 0 hit points or less.
- Cannot be raised or resurrected.
- Cannot run or swim.
- Elemental constructs have a vulnerability to fire, which means it takes half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed or if the save is a success or failure.
- Elemental constructs are immune to all spells of the Animal and Plant domains. They are also immune to all spells that directly affect plants, trees, or wood, as well as all shapechanging spells. Some Elemental constructs gain other spell immunities.
- Elemental constructs can pass through non-enchanted vegetation completely unhindered and unharmed. They also leave no trail in such an environment and cannot be tracked by normal means.
- Proficient with its natural weapons only.
- Proficient with no armor.
- Elemental constructs do not eat, sleep, or breathe.

Foundry, Forge, & Crucible

Written by **Jason Dawson** and **Nathan Letsinger**, Art by **Brian Snoddy**

Gade fingered his military pistol impatiently while he took in the situation. *The party had fought their way bloodily into the Cyriss temple only to discover the treasure they sought was behind a locked and impossibly thick mechanical vault door. "We should have hired a light-fingered safe-cracker for this job." The sour Morridane warrior spit and cursed his luck. He could hear the racing footsteps of nearing Cyriss guards and the humming of their approaching attack servitors.*

"You don't need no Five Fingers neer-do-well when you're packing one of these, mucker," retorted the party's Rhulic bodger, Halfbeard, as he pulled a two-handed pneumonic drill from its holster and attached it to his steam plant backpack. "I'm gonna drill through that manky lock in seconds flat. Then I'm gonna cut us a hole outta here with my arcantrik torch before those mech-priests can get through the scrap-iron blockade I riveted behind us. Chin up swampie, you've got a bodger in your crew."

When in Doubt, Bodge

Portable Arcantric Tor

Many a bodger with the balls of a brass monkey have saved an adventuring party when other means have failed. Adventure in the Iron Kingdoms calls for a different set of skills to navigate the mechanical dangers that confront a party, whether infiltrating a Cyriss temple, raiding an Orgoth vault, or fighting clockwork guardians. More often it also takes a bit mechanical improvisation. A good bodger has more of both than a steamjack has rivets. Where the results of brute strength and sorcery is uncertain, the bodger's creed applies: "When in doubt, bodge."

Adventuring Bodgers

Adventuring bodgers are the ultimate trouble-shooters. In the traditional four character party, conventional wisdom claims a balanced group has a fighter to take the heat, a cleric for healing, a wizard for magic support, and a rogue serving as a trouble-shooter. Adventure in the Iron Kingdoms is anything but conventional. When facing challenges like putting down rampaging steamjacks and haywire machines, it takes bodger to get the job done right. Compared to the rogue core class, the Bodger stacks up well. A bodger has equal base attack, a greater selection of weapons, better hit points and better saving throws, with fast advancement on both Fortitude and Reflex saves. Skill points, while slightly lower than the rogue, are still quite respectable, especially if coupled with a bonus from high Intelligence.

The bodger shares several key class skills with a rogue, including Appraise, Climb, Disable Device, Jump, Knowledge (local), Open Lock, Search, Spot, and Use Rope. The only two skills really missing from a dungeon-delving bodger's list are Hide and Move Silently. There's nothing subtle and stealthy about a dwarven mechanik wielding a blowtorch and a steam-powered drill, nor should there be. If you want to seduce the governor's daughter call a rogue. If you want crack his otherwise impenetrable vaults and rob him penniless, call a bodger.

Bodger Feats

Durable Bodge [General]

Your skill with creating makeshift tools and items make for sturdier items which last longer.

Prerequisite: Bodging ability, Craft (tools) 5 ranks. Craft (mechanika) 5 ranks

Benefit: Your makeshift tools or weapons last twice-times as long, either 20 minutes or 8 skill checks (or attacks.)

Normal: Bodged items normally last 10 minutes or 4 uses (skill checks or attacks.)

Iron Grasp [General, Fighter]

A rough-and-tumble life as a mechanik has taught you that your penchant for cursing and your strong hands are good for more than convincing mechstuff to obey your will.

Prerequisite: Intimidate 4 ranks, Callous Hands, Improved Unarmed Strike.

Benefit: Your competency bonus to grappling checks due to Callous Hands increases to +4. On a successful pin you may immediately make an Intimidate check as a free action to demoralize your opponent.

Junker's Eye [General]

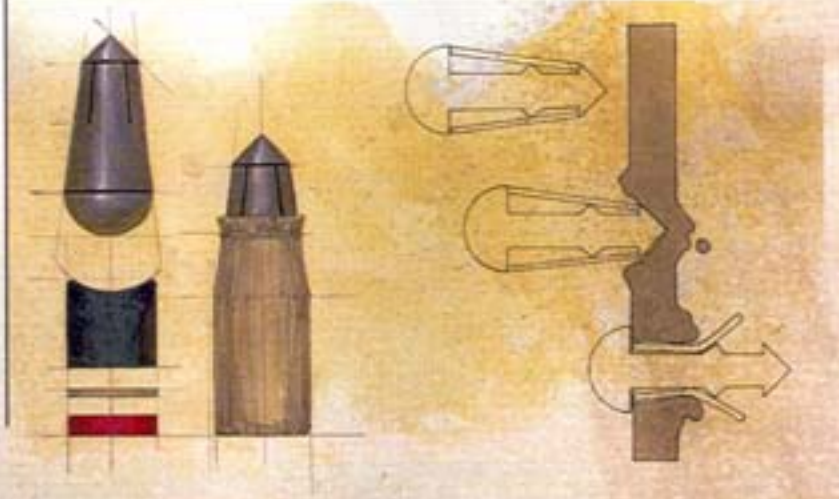
A logical mind and a keen eye allow you to scrounge quality scrap parts in no time flat.

Prerequisite: Bodging class ability, Intelligence 13+, Wisdom 13+

Benefit: You gain a +4 to Appraise mechanika items. When using your bodging ability for scrounging you gain a +4 bonus to Search checks used to find spare parts. Furthermore for every 5 points you exceed the Search check DC you reduce your search time by an hour; a search time of 0 hours allows you to find the parts immediately.

Normal: Scrounging typically requires 1d4 hours and a Search check (DC 15) but may vary by the scrapyard being searched and the particular item needed.

Self-Peening Rivets



Note: the following is an update to the IKCG p.97

Weapon and Armor Proficiency: Bodgers don't train with weapons as a practice, but they're usually scrappers nonetheless and can fight when it comes to it. Bodgers are proficient with all simple weapons, plus the Arcantik Torch, Buzz Cutter, Coal Shovel, Crowbar, Hammer, Mechanik's Drill, Mechanik's Wrench, and the Jacks' Wrench. Bodgers are proficient with light armor, but not shields.

SILVER-TOUNGED SCROUNGER [GENERAL]

You've got a knack for finding just about anything and knowing by hook or crook, how to get it

Prerequisite:
Bodging class ability, Chr +13

Benefit: You may add your Charisma bonus when making a Search check to scrounge for items in an urban area even without a junkyard or scrap heap. You may also use this check to find a particular non-junk item under 5 cp in value. For example, you may scrounge for material spell components, a piece of chalk, an empty flask, or other cheap goods for free.

Normal: Scrounging typically requires 1d4 hours and a Search check (DC 15) to find scrap.

SOLID BODGE [GENERAL]

Despite being makeshift, your bodged tools are as good as the real thing.

Prerequisite: Bodging ability, Durable Bodge, Craft(tools) 8 ranks.

Benefit: Your bodged tools and weapons do not impose penalties on any checks or rolls made while using the piece of equipment. Also, your makeshift tools or weapons last three-times as long, either 30 minutes or 12 skill checks (or attacks.) Your bodged repairs, even on the most complex machines require only a half hour worth of maintenance on a daily basis.

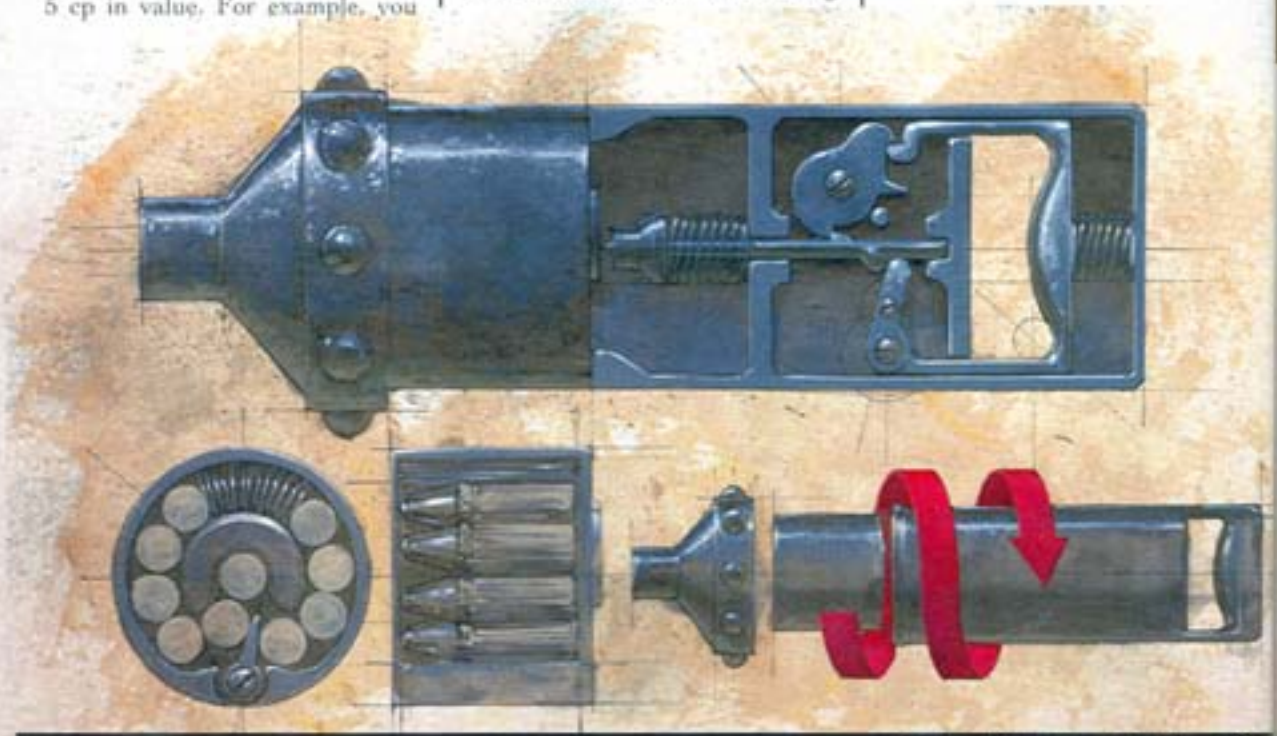
Normal: Bodged tools and weapons suffer a -2 penalty on any check or rolls made when using the item.Bodged repairs require one hour's worth of maintenance on a daily basis to keep the device working.

UNDERGROUND MECHANIK [SOCIETY]

Your willingness to ignore the law and regulations gives you a reputation in the criminal underground often reserved for union mechaniks in civil society.

Prerequisite: Craft(mechanika) 4 ranks, Reputation 10 (*see Five Fingers, p. 109), not a member of any workers union, any syndicate membership.

Benefit: You gain a percentage discount on tools, mechanika, and arcane mechanikal components from merchants and smugglers equal to your twice your current reputation, up to 50%. If unpaid for a contracted job you may call in your syndicate to negotiate matters of payment to the tune of a 20% commission.



Typical Mechanik's Rivet Gu

Arcantrik Torch:

The arcantrik torch (detailed in the Liber Mechanika, p.50) is a common handheld mechanikal tool used by adventuring bodgers to both cut and weld metal such as gates, bars, chains, a door hinges. It can also be used as a one-handed improvised weapon by those not proficient in its use. The torch has three settings: light, heat, and fuse. Using the torch as weapon with the first two settings does only 1 point of fire damage. Because the flame must to directly applied, the heat setting's heat metal effect has no effect normally in combat, unless a foe is helpless and the flame can be applied as a full-round action. When set to fuse, the torch becomes much more effective in combat, and damage increases to 1d6 fire damage. When used to actually fuse metal together the fuse setting can join two pieces of metal at a rate of a foot per round. When two pieces of metal are fused, add weight and hit points together, and when welding a door, add +2 to the break DC for every foot welded. For example, if a PC welds three feet of a seam on an iron door (break DC 28) to an iron wall (break DC 30), the door's new break DC becomes 34 (28 + 6)

Mechanik's Gear

Bodgers commonly equip themselves with tools that also serve as weapons. The Arcane Torch and the Rivet Gun are characteristic examples. Below are extended rules for those items found in the Liber Mechanika pp. 50-53.

Mechanik's Rivet Gun:

Rivet guns see widespread use as a tool among mechaniks and bodgers throughout the kingdoms. The Amblerose Rivet Gun produced at Engines East in Corvis (Liber Mechanika p. 53) is one of the most common, but variations like the gobber-sized Turlow Dragon manufactured in Five Fingers or the massive Vladovar Plategun also exist. Used as a weapon, a bodger may apply his Demolish bonus damage when attacking a construct with a rivet gun. Used as a tool, a rivet gun can be used to reinforce doors and hinges, seal off areas, or construct cover by riveting metal plates. Reinforcing doors and hinges with a few (6) rivets adds +5 to the break DC. Areas sealed off by iron plates riveted into place are treated as a iron wall (break DC 30 +1 per rivet used to a maximum of +10, hardness 10, 90hp per 10x10 foot area.)

Vladovar Plategun

First produced and used in the ironhull shipyards of the Khadoran city of Port Vladovar but now widespread though the country, the plategun is a heavy two-handed rivet gun which fires massive rivets. Using the plategun requires a Strength of at least 13. The gun's ammo is spring loaded and holds 5 rivets, loading requires a craft(mechanika) check DC 15 and takes one move action per rivet. However, these oversized rivets are stronger and count as two rivets when reinforcing doors and hinges or creating walls and barriers. Each rivet costs 2 gp.

Turlow Dragon

The Amblerose and it's many variations are almost always designed for medium-sized wielders. The engineers of Turlow Mechanika and Machine (Five Fingers, p.74) have created a gobber-sized rivet gun used by the gobbers of the city in their efforts toward continual growth of the Rigs. The Turlow Dragon also comes in medium size for use by the many mechaniks of the city.

Note: the following table replaces table 1-17 in Liber Mechanika p.50

Table 1–17: Arcantrik Torch Effects

Setting	Charge Consumption	Effects
Torch	1 charge/10 minutes	Light
Heat	1 charge/1 minute	Heat Metal
Fuse	1 charge/round	1d6 fire damage

Table: Sample Rivet Guns

Exotic Range Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
Amblerose	75 gp	-	1d8	x2	10 ft.	5 lb.	piercing
Turlow Dragon	80 gp	1d6	2d4	x2	10 ft.	5 lb.	piercing
Vladovar Plategun	150gp	-	1d8	x2	10 ft.	15 lb.	piercing

Secrets of the Wild:

Circle Orboros Tactics

By Christopher Bodan, Art by Daryl Mandryk and Andrew Arconti

Welcome to Circle tactics and tricks 101. Circle armies are about speed and maneuverability, which means you control where the battle takes place. Most of these models have incredible depth, so I'll walk you through some of the obvious and less obvious things you can do to drag the other guy around the table by the scruff of his neck. Some tricks you may already know, others may be just the thing to give you the edge in the wilds of HORDES.

I'll run through some basic tips on the warlocks, warbeasts, units and solos. I'll hit the obvious stuff first and then some of what I feel are the trickier ideas. I'll also show you some signature moves we've developed nicknames for.

Basic Tips:

Keep moving, hit and run, whittle the other guy down until you make an opening.

When you see your chance, take it, and bring everything.

Know your models. You can't out grind anyone. You can't out shoot anyone.

Keep him guessing and stack the odds in your favor.

Never give up, even to the last, and never, ever go defensive. If you try to hold back you will get creamed. Play smart if you want to run with the Circle.

Kaya:

Kaya combines a great spell list with excellent abilities, a reasonable MAT with Critical Knockdown and Reach, a Feat that let's her run her 'beasts super hot and get essentially a second turn of Fury use. What more do you need? You'll get away with her obvious tricks once, maybe twice if the other guy's asleep – but there is more to her. Calm and Pack Hunters are great abilities, but I wouldn't build an army list around them; they can fail you at the worst time.

Signature Tricks:

"The Yo-Yo." Activate a warbeast first, usually a heavy. Charge, slam, trample or just advance to get him into combat with the scariest thing across the table, like a Titan or Carnivean, or a whole units of heavy troops. Get him stuck in with a good target and go to work. Any time after he's done, activate Kaya and use Spirit Door to whip the 'beast back to her, completely out of danger. You usually can only get away with it once, but for the turn where you wreck your opponent's careful battle line, it is totally worth it. Casting her spell Rager on him the turn before grants a free power attack (think headbutt or slam - those are the staples) and the Gorax's Primal animus increases both his to-hit chances and damage by +2. If you do this, just make sure to place him so that the closest model in LOS is a bad guy. (Warning: be careful of Primal on the Argus – 360 degree LOS can be deadly to you!) If you're lucky, you might get a two-turn Yo-yo out of the same warbeast.

"The Closer." Use this when you are setup to end the game. Get Kaya within 2 inches of the opposing warlock - this is best if you can actually charge him - and make sure you've got a 'beast or two close by with at least three fury on them. Start laying down the hurt with Kaya and boost attack rolls to make Critical Knockdown more likely. When she runs dry, pop her feat to refill your fury pool, take three more swings and then Spirit Door an unactivated warbeast, ideally a heavy, into melee range of the warlock. With luck the bad guy's knocked down so you just season him to taste, activate the warbeast and close the deal.

The Obvious:

The spell Spirit Fang lowers the DEF of models it damages, meaning attacks by lower RAT models like the Argus and Woldwatcher hit more easily.

The Gorax can prep enemy warbeasts by using its Primal animus to aid with Pack Hunter. The target's -2 MAT makes hits more likely and stacks nicley with Pack Hunter.

The Argus's SPD 7 lets you more easily get their medium bases around an enemy on the charge, making the most of Pack Hunters. Use one as a mobile slam machine, paying fury to slam, boost to-hit, and boost damage. Then the others race in.

Casting Rager on an Argus creates a mobile slam or headbutt machine. The Argus can go around knocking down large base models or slamming medium base models through the enemy, making it easier for other Circle models to kill them.

The Tricky:

If you keep a unit like the Wolves close to Kaya and throw the Argus's Reflex animus on her, she can move to a better position for charges or attacks out of turn when the Wolves start dying.

Cast Cloak of Mists on a unit of Druids, who can then cast Summon Vortex after moving, to create a line of SPD 6 cloud templates with Stealth to screen your whole army.

Kaya can use a Woldwarden's Undergrowth animus on herself as part of a Closer to lower DEF on her victim.

A Woldwatcher with Undergrowth up that gets its Druid's Wrath chain attack off creates a perfect target for Kaya to Spirit Door in and attack.

Using Rager, trample a Warpwolf through a line of infantry to kill the leader, and anyone else you can, and then do Baying of Chaos up to twice to make them run. If you're lucky, they'll run past the Warpwolf and draw free strikes.

Baldur:

Unquestionably the melee monster of the Circle warlocks, Baldur's spell list and abilities also make him an outstanding model even if he never swings his sword. His affinity with Elemental Constructs makes them the default warbeast choice for him, but don't ignore his synergy with other 'beasts. Forest Walker is amazing, but on most tables you'll still have to hoof it from time to time.

Signature Tricks:

Watcher in the Woods: Make your opponent regret hiding his warlock. Once in Baldur's control area, use any means necessary to kill whatever is next to the enemy 'lock with a Woldwatcher (Shifting Stones are great for this). The Fertilizer special rule turns the corpse into a copse, Baldur Forest Walks in next to the bad guy and starts swinging. Even Morghoul gets hit on average boosted dice. Weight of Stone drops that to average normal dice for subsequent hits and will die on average damage from two hits. Thagrosh goes down in three. Watch out for spells like Unrelenting that would move your target out of range. Depending on the target, spending two fury to put Undergrowth on Baldur can make all the difference.

The Obvious:

Use Earth's Blessing on any non-Elemental Construct warbeast to let it move through rough terrain.

You can rely on Elemental Mastery to give your Woldwatchers and Woldwardens extra movement bt charging distant targets.

Elemental Mastery also enables Woldwatchers to boost both attack and damage rolls for slams, throws, double handed throws and headbutt attacks. You can knock down half an army this way

Using the +2 ARM and +2 STR from Stone Skin:

Combine with the Primal animus from the Gorax and the Warpwolf's Controlled Warping ability to get six POW 20 Warpwolf hits at MAT 8, with Throat Ripper after the first two. At 1,000 points with Kaya add Spirit Door for the ultimate in Warpwolf sickness. Alternatively, you could have an ARM 18 Warpwolf.

This spell gives the Argus a POW 16 Combo Bite.

You can combine stoneskin with the Tharn Ravagers' Tree Walker ability to hit POW 15 with Reach and get a DEF 17 vs. ranged, DEF 15 vs melee and ARM 18 inside any forest.

The Tricky:

The -1 SPD penalty from Stone Skin does not interfere with the Woldwatcher's animus Vigilance and in fact creates an ARM 23 (with Stone Form) model that swings at effectively MAT 7 and hits a POW 14, rolling three dice, against one target that ends it movement within 2". This combo is even better on Baldur himself, making him POW 16 and granting him an effective MAT of 9.

The -1 SPD does not affect the Shifter ability on the Lord of the Feast either, and now he's POW 15, ARM 19.

With Earth's Blessing upkept on Baldur he can't be knocked down. Use a Woldwarden to double handed throw him before he activates and you pick up d6" of distance for an average of only 2 points of damage. Try throwing him into a forest to use Forest Walker.

~Totem Hunter~

For his points and abilities I almost can't see a reason not to take this guy. He's fast with reasonably good DEF and ARM. He's got a higher MAT and hits harder than many warlocks, and this only gets better as he kills. He's a solo hunter beyond compare and more than capable of finishing off warbeasts. Keep him supported for best effect. He pairs well with the Lord of the Feast, with the Totem Hunter Vaulting to killing the unit leader and the Lord charging in with Flying Steel and Terror. He won't win the game for you, but he will make your opponent wonder what happened to his army

Krueger:

The Circle's arcane master, Krueger has one of the broadest spell lists in the faction. While Baldur and Kaya have one or two spells with many applications, Krueger has numerous spells with more specialized applications. Despite Sustained Attack on his spear, Krueger's not best used as a melee 'lock, although his spells can make him a competent assassin (see DfA below). He does better with ranged and magic attacks, and in helping his army in eating your opponent alive.

Signature Tricks:

Death from Above: If you have line of sight and room for his small base, Krueger can charge and assassinate up to 13" regardless of what is in the way. Sky Borne let's Krueger fly over all intervening models and terrain with +2" movement. Cast Sky Borne (+2"), charge (+3") and attack your target up to 2" beyond where you land (Reach). Upkeeping Lightning Tendrils means he is down one attack, but increses his threat range to 15". Krueger's MAT 5 mean he'll hit DEF 15 on average boosted dice, so you should try to lower the target's DEF however you can. Once Krueger hits, Sustained Attack lets him hit automatically and you can go to work with four or five fury. This works best if you've already damaged the enemy warlock.

The Obvious:

Wind Storm on the Druids is great, but remember to cast it before putting up Summon Vortex or you'll lose your clouds.

Use Lightning Tendrils to give any warbeast +2" of melee range: at 2.5" it is *better* than reach. This lets you do throws, double handed throws, lock, and rend power attacks from 2.5" away, or kill whole swaths of models with a trample. Or put it on Wolves, Druids, Ravagers, and the Lord of the Feast for 4" of Reach. A ten-man CMA of Wolves with 4" of Reach has an effective MAT and POW of 19 and averages 29 points of damage on the charge.

Use Forked Lightning on low DEF targets, like Titans or your own stoneformed Wold Watchers, to automatically hit high DEF targets. Just keep your soft targets clear.

The Spell Strike ability on the Woldwarden can boost the to-hit and to-damage rolls without Krueger lifting a finger.

The Tricky:

Lightning Tendrils grants +2" of melee range, which means models without Reach get a 2 1/2" melee range. This lets heavy warbeasts attack through the narrowest gaps between large bases. It also means that a Woldwarden with its Undergrowth animus up will never slam a target out of melee range with Druid's Wrath unless you roll a six.

The spell Tornado does not slam targets, it throws them. They move d6" ignoring rough terrain. Use Tornado to move models without Pathfinder or All Terrain into rough terrain to slow them down or throw them further than expected to strike solos or warlocks within the rough terrain.

Troops, Beasts, and Solos:

Circle models rely on maneuverabilty and flexibility over raw stats, making them extremely versatile. Their abilities lend themselves to concealment, misdirection and ambush, but this does not limit their play options so much as it defines their strengths. You can play a grinding, attrition army with the Circle, but it takes work and others do it better. Play to your strengths and you'll have more success - and fun.

Argus:

With the Reflex animus up, shadow friendly infantry units to strike back at attacking 'beasts, solos or unit leaders when they kill your troops. If you can't bark or charge, use Reflex

If you find yourself charging with your Argus, Have your gorax hit him with Primal. Use all your fury, since you'll frenzy anyway. There is no need to leach the fury. Wait a turn and leach then (or reave if the Argus dies and you need it). This ties up enemies you don't want to deal with yet and guarantees you fury next turn. It also works great with Kaya's feat and Pack Hunters ability.

Woldwatcher:

Turning infantry models into forest templates with the Elemental Strike ranged attack closes charge lanes and slows down an advance for units without Pathfinder.

Don't forget to use Stoneform to hold points in scenario play. Coupled with the shifting stones ability to remove damage and teleport in reinforcements, they can be very hard to remove.

Gorax:

Primal on any warbeast creates a great missile, especially with Lightning Tendrils and Stone Skin (though Stone Skin's SPD penalty means no charges or slams). As long as you're prepared to deal with frenzying warbeasts, the +2 MAT and STR are totally worth it.

If you transfer damage to the Gorax early and heal him selectively you can trigger his Pain Response ability and maintain it longer.

The Gorax has more fury than almost every other light warbeast in the game. He can attack six times, cast his own animus twice, and performs beautifully with Rager. Try having Kaya cast Rager and Primal on him. With Primal and Baldur's Stone Skin the Gorax gets MAT 7, POW 16 and kills Cataphract Cetrati under Defenders Ward with two hits, one boosting damage.

You can take advantage of the frenzy from Primal by attacking something you don't think you can kill. If your 'beast survives, don't leach any fury because you'll frenzy regardless and get all your standard melee attacks with boosted attack and damage rolls.

Warpwolf:

Against closely packed warbeast hordes, especially if they're running behind infantry, turn your opponent's army against itself by killing unit leaders if possible, use Baying of Chaos, and then Spirit Door out (or hope for frenzy - Primal works well here - if you lack Kaya or already cast Spirit Door). Even if the infantry don't break,

~Alten Ashley~

It's easy to go wrong with this model, but only by not putting him on the table. Monster Hunter is a tremendous ability and can not only shut down a warbeast for a turn, it can weaken the 'beast to the point where relatively low POW models can actually finish it off. Crack Shot takes away one of the prime benefits of running a warlock close to his 'beasts. Don't hang Ashley out too far, but don't hold him back, either. Savvy WARMACHINE players will field this guy in crossover games as soon as they figure him out, so be warned.

one or more of the Threshold Checks may just fail and the 'beasts could charge each other or the troops. It's a gamble, but can come in handy.

Combined with Krueger's Wind Storm and the Controlled Warping ability the Warpwolf gains DEF 16, ARM 20 vs ranged attacks. At 1,000 points with Baldur and Stone Skin you get ARM 22. No charges or slams, but the Warpwolf will survive to attack.

Remember that Throat Ripper knocks models down, and knocked down models do not and are not engaged. If you pull off this chain attack on a heavy 'beast and have an Argus close by, you can use your 4 fury for other things while the Argus Doppler Barks the now DEF 5 heavy.

Woldwarden:

You can use this construct's animus to back-stop slams. Models slammed into Undergrowth move half as far so if you're just slamming it to knock it down, the Woldwarden keeps it close enough to still attack.

When using the Spell Strike ability, you can:

Combine Spirt Fang and Undergrowth to drop the DEF of models dramatically.

Freely boost the to-hit rolls with Earth Spikes, looking for the Critical Knockdown.

With Krueger, well, more Forked Lightning is always good.

With Kaya's spell Rager, the Druid's Wrath chain attack can shatter formations. If you slam the further of two enemy warbeasts in base contact with each other, you should not travel out of the near 'beast's front arc and draw the free strike. Pay 1 fury to boost the slam to-hit roll and can use the other two to boost the two attacks against the other 'beast, which should also be in your front arc. Both targets should fly cleanly away and, if things aligned well, take out other models.

Wolves of Orboros:

Warmachine players should not think of them as Iron Fangs or Flameguard. These are light infantry and you need to use them that way. Position them somewhere out of harm, but close to the enemy so your opponent has to deal with them.

Run up a table edge supporting other units (Lord of the Feast, warbeasts, Druids, Bloodtrackers), you'll threaten the enemy's flank and draw attention away from your main force. If you can, Powerful Charge a solo or lone light warbeast.

After a Devouring or Elemental Bolt from a unit of Druids, a charge with the Wolves usually finishes off any survivors.

The Wolves can use Pathfinder to tie up infantry in trees, spreading out a battle line. Sure the Wolves may not survive, but they're cheap and can keep that unit of trollkin off your back

~Farrow Brigands~

The Farrow bridge the gap between Wolves and Ravagers. Use them to hold flanks, objectives or terrain. Dug in under Wind Storm they become DEF 18, ARM 21 vs. ranged attacks. They'll stay as long as the shaman is alive, but their point cost means you don't want to throw them away. More than many other units they can operate quite well without help, so assign them a job you need done and spend your fury somewhere else.

Druids:

In a game that relies on magic even more than WARMACHINE, Counter Magic is very powerful and Druids advancing behind any unit can shield it from spells. Remember that this does not affect Animi, unless cast by a warlock.

~Swamp Gobber~ Bellows Crew

Not really fast enough to keep up with most Circle armies, the Swamp Gobbers nevertheless can make a huge difference. Cloud Cover becomes even better combined with all the Camouflage the Circle has. Fog Cloud can be great for protecting solos as well as, if positioned correctly, blocking Line of Sight to large portions of your army. You'll probably have to run them turn one and maybe turn two to get them into good position, but after that judicious use of cloud templates can turn the game.

The Devouring can scrub whole units off the table and the RNG 8 POW 10 Elemental Bolt magic attack ain't half bad either. But in both cases a powerful part of the attack is the Critical Knockdown. This lets you use these attacks against models you don't reasonably expect to kill, such as warbeasts and heavy infantry, hoping to weaken them and knock them down so something else can finish them off.

Don't forget that these guys have MAT 6, hit POW 10, and have Reach. With Stone Skin from Baldur they can easily go into the woods to hunt light 'beasts and solos.

Bloodtrackers:

Bloodtrackers have 7" range with the javelins and relatively low RAT for a unit without CMA. With the Ambuscade order and the Prey special rule, however, too great a range or too high a RAT would have taken the Bloodtrackers over the top. It does make them tricky to use, though, and you have to be clever to get the most out of them. That's the Circle way though, so it all works out fine.

Keep at least one warbeast nearby to head-butt or slam targets. Remember, knocked down models are not engaged.

Ambuscade grants +3" movement, which gives the Bloodtrackers a 17" threat range with their javalins, and they can ignore most terrain. Just make sure they have LOS to the target.

Baldur's Stone Skin lowers their SPD, but only to 6 and does not prevent Ambuscade. Moreover, the Thrown special rule lets them add their STR to the POW of their javelins, making them POW 13 vs their Prey, rolling three dice. That's an average of 23 damage per hit.

Ravagers:

The big bruisers. Try using Lightning Tendrils to attack from up to 4" inside a forest. If you're over 3" in the forest, they can't see you but Tree Walker lets you see them.

A unit of Ravagers can kill a unit of Wolves to gain heart tokens. Not the best use of Wolves, but it can make all the difference in a pinch.

Baldur's Rapid Growth spell lets you put trees in front of units you want Ravagers to engage. After charging they will gain +2 DEF vs.. melee and +4 vs. ranged attacks.

If they run behind a Woldwarden and charge enemies caught in Undergrowth, they gain effectively +4 to-hit. The basic Ravager hits Morghoul on average dice.

Shifting Stones:

An outstandingly versatile unit. Position them within run range of a warbeast and you can have the stones whip it 8" further.

Try placing Advance Deploy models inside the Stone's triangle and move them wherever you need them turn one.

Position them within key terrain and where you want the fight to happen so you can heal warbeasts and warlocks when they get there.

Putting Cloak of Mists or Stone Skin on a unit of Stones increases their survivability by making them harder to shoot or increasing armor. Your opponent will dedicate resources to destroying the Stones once he understands what they can do.

You can teleport a model into another triangle of Stones, and then teleport that model again. With an Argus, if it runs into the first triangle it can cross up to 30" of table in one turn.

Shifting Stones let you place warbeasts into melee range from 8" away. This works best with models with Reach, ranged, or magical attacks.

Move the stones into a line to block charge lanes or pin small and medium based models against terrain.

Lord of the Feast:

It's very easy to hang the Lord out there and get him killed. Keep him supported by infantry or beasts and he'll live long enough to actually make the Offering. If you advance deploy inside Shifting Stones, teleport and then throw the bird you can, with Reach, make an average of two attacks at up to 32" away on turn one. Warning: You can almost never kill a warlock this way.

Shifter requires you to place the Lord in base contact with the model the Raven hits. It does not say what part of the base the Lord must contact, nor that the Lord must attack the model struck by the Raven. Try throwing the Raven at lower DEF models within 4" of a model you want to kill and then place the Lord in base contact with that model but within Reach of the model you're really after. Average dice on Flying Steel gives you two attacks. This trick works nicely for killing unit leaders and then forcing CMD checks from Terror.

Hunting soft targets, like light infantry or lesser warbeasts, lets him fill in Carrion circles faster. He doesn't hold up well against concentrated attacks so keep him off on the side of the battle. When you're ready, Shifting Stones and Shifter move him pretty easily exactly where he needs to be to make The Offering.

With the +2 STR and ARM from Stone Skin he gains POW 15 and ARM 19, and the SPD penalty doesn't affect Shifter.

With Earth's Blessing on the Lord he can withstand even a double handed throw on average dice. Having your own Warpwolf toss him can get him that much closer to where you want him. Earth's Blessing keeps him from being knocked down and he can still activate normally. Throwing him through units of small bases even deals collateral damage as he flies.

~Elemental Constructs~

Elemental Constructs are the closest things to warjacks in HORDES and Baldur is your only Mechanik. Though excellent models, compared to their flesh-and-blood competition Woldwatchers and Woldwardens lose effectiveness with frightening speed. Don't be afraid to run them up front, as they have strengths beyond just their fists and forcing. But think hard before hanging them out alone. Don't forget to use your shifting stones to remove damage to assist Baldur's healing and help with other 'locks. Remember, too, that they're not alive, so things that effect living warbeasts don't affect Elemental Constructs.

GUTS & GEARS

THE MEN AND MACHINES OF WARMACHINE

Written by **Douglas Seacat** • **Art by Brian Snoddy and Kieran Yanner**

CYGNARAN TRENCHERS

The nature of infantry has evolved over time, slowly adapting new weapons and improvements in tactical thinking and training techniques. The majority of Cygnar's rank-and-file infantry is a deliberate mix of two units working together as an integral team: Long Gunners and trenchers. Each represents a different path of training and together they comprise the bulk of Cygnar's powerful army in the field, the rugged defenders watching the borders and pressing the attack when ordered to advance. While the trenchers began from humble and even disreputable origins they have increasingly risen to arduous challenges. More than any other soldiers, the Trenchers embody the Cygnaran fighting spirit and epitomize the face of modern warfare in the Iron Kingdoms.

Some would say the Long Gunners are the core of the Cygnaran Army, and certainly they represent the largest number of soldiers in the field, but the Trenchers are the Army's sinew and muscles, the connective tissue that ties them together and impels them into motion. They are the

first into every battle, the men who must take the brunt of the enemy's first attack, and are entrusted with sacrificing their lives to seize and hold key positions. The Trenchers buy the Long Gunners the time required to unleash their deadly volleys, carving an enemy line apart from a distance.

Trenchers suffer continual casualties in extended conflicts, out of proportion to their numbers, a sacrifice they accept as part of the job. Indeed, they have been known to refer to themselves with grim humor as "grave-diggers." While many Trenchers will be sent home in boxes for burial, it remains the best place for a man or woman of humble birth to earn the respect of peers and be given the opportunity for heroic valor in combat. This has been as true in times of "peace" as actual war.

By the standards of the modern Cygnaran army, the Trenchers do not boast particularly impressive gear, having the cheapest outfit of any unit, including the more numerous Long Gunners. This is not to say they are provided with poor arms, but rather they are often expected to make due with standard equipment, and to endure and fight even when supply lines are stretched thin or when posted far in advance of the regular army.

Their military rifle is a reliable and trusted weapon, not significantly changed from those borne by men wearing the Cygnus in the Thornwood War of 510-511 AR. These rifles sacrifice some accuracy at range in exchange for stopping power, and are more easily humped across the battlefield than the oversized repeating rifles of the Long Gunners. The ability to move quickly into battle and a preference for carrying an assortment of gear to ensure self-reliance in the field has impelled the Trenchers to eschew the traditional weighty sword which has been the close-quarters weapon of choice for most soldiers in Cygnar. By 580 AR, the Trenchers had entirely put aside longer blades in favor of the simple trench knife, a heavy dagger adapted for quick attachment as a bayonet to the military rifle. The trench knife serves well for close quarter fighting, and the Trenchers have drilled extensively with these weapons. When moving against they enemy they are trained to lay down a volley of rifle fire as they approach and then deliver a crushing charge against the enemy line with bayonets.

The most famed signature tool of the Trenchers are their smoke bombs, an essential part of their tactics. These simple devices contain a pair of normally inert alchemical substances which mix to produce heavy volume of obscuring haze.

Similarly, the armor adapted by the Trenchers has been an evolved compromise between protection, ease of movement, and the need to live inside the armor for extended periods without relief. The role of these soldiers is to advance and dig in with their short-handled shovels, assuming a low position to benefit from cover. For this reason they wear their heaviest armor on the upper portions of their bodies; those areas visible and vulnerable to enemy fire while entrenched. This includes a heavy helmet, layered armor shoulders, breastplate, and armguards. The trencher's lower body is more lightly protected with metal knee plates and a skirt of chain built into their heavily padded greatcoat, most important for the warmth it provides in the cold and wet weather these soldiers endure over extended periods. The thick hood worn beneath the helmet can be buckled to shield the soldier's face in these same conditions.

The most famed signature tool of the Trenchers are their smoke bombs, an essential part of their tactics. These simple devices contain a pair of normally inert alchemical substances which mix to produce heavy volume of obscuring haze. Trencher attack tactics involve throwing smoke to cover advances on the enemy, the smoke making it difficult to pin down a target before the Trenchers find a position. Once they dig in for cover, they can employ more smoke to cover the advance of Long Gunners and other forces to advance on the enemy, meanwhile providing harassment fire from their own rifles.

The institution of Trencher deployment dates to a struggle in the Cygnaran military to reconcile warfare's brutal necessities with their desire to create a mechanikally advanced fighting force. In the 560's, the Trenchers were proposed as a means to preserve the lives and expensive equipment of elite soldiers and knights in the Cygnaran Army, while facilitating bold advances against the enemy. The idea was to prepare a group of forward elements deployment who would

receive solid but basic equipment, and serve as a high risk first strike force, comprised of conscripts from prisons as well as soldiers up for court-martial for behavior problems or disobedience. This tactic was proposed during the reign of Vinter Raelthorne III, the "Stonehearted" king, who deemed it an excellent solution to several problems, providing disposable forward troops without breaking Cygnar's tradition of voluntary service. Prisoners would be granted a pardon if they proved their merits on the battlefield, while the front-line unit served as both deterrent and punishment for bad behavior.

While there were no formal wars during the reign of Vinter III, this was a period of ongoing tension and fighting along the borders. Khadorans such as the tenacious Fifth Border Legion continued their decades-long campaign against Cygnaran soil. Some of these battles were conducted by mercenary proxy, but a large number of Cygnaran soldiers remained on a state of alert along border fortresses, actively engaged in small but brutal engagements with the enemy. Any sign of complacency or weakness might invite attack or invasion, as Khador had proven its desire for territory in sporadic border wars against its southern neighbors.

The Trenchers soon proved their effectiveness in these battles. These unrecorded battles went entirely unrecognized by the crown but found their way to public awareness through word of mouth. Because of the criminal nature of the early Trencher "recruits", they were trained with sometimes brutal and unforgiving discipline, allowed the harshest punishments and constant drilling. While technically disallowed, it was not unknown for men to be driven to death by these exhausting practices, given no time for sleep or recuperation from illness. The officers assigned to the Trenchers soon learned that refining this training could forge men into better soldiers, even those deemed previously incorrigible or hopeless. The ability to have a relatively cheaply equipped fighting force became invaluable along the borders, and the generals quickly expanded the Trencher companies.

Even before the death of Vinter III, the Trenchers were no longer relying on conscripted prisoners, but had become a vital part of the infantry. As the men earned honors and battle scars, they earned an almost mythical prestige, known as those the most likely to see combat and suffering the greatest risk of injury or death. Far from serving as a deterrent to young

and idealistic hopeful soldiers, this caused a swell in volunteers. The Trenchers have become the service of choice among those who are most eager to see actual combat, a fact which has prompted them to harass Long Gunners and other branches of the service as career soldiers more interested in monthly pay and regular meals than battle.

The specialized and arduous training regimen for the Trenchers has evolved over the decades, becoming something unique in the Cygnaran Army. Those who rise through these ranks take pride in the difficulties they endured, and believe that their own success is a result of the crucible shaping them into Cygnar's premiere fighting soldiers. These men and women occupy a special niche, one not suited to every soldier.

With the outbreak of war, trencher training camps have increased in number, as the Cygnaran crown has asked retired sergeants and officers to come back to the service and assist in training. These training camps are particularly large near Point Bourne, Corvis, Eastwall, and Fort Falk. The early phases of trencher training weeds out those who lack the strength of body or will to endure. Nonetheless it is a core principal of the Trenchers that almost any man or woman can be forged into a peerless fighting soldier. Any who stay and endure can become a Trencher, but many reach their breaking point and opt out. There is no shame in asking to be sent elsewhere; many of the finest Long Gunners started in Trencher training before realizing it was not the right place for them.

This training requires time, which sometimes seems a luxury among the army generals who are dealing with a protracted war and trying to get reinforcements to the front. The Trencher training is over twice as lengthy as among their counterparts in the Long Gunners; an extensive set of drills, exercises, and brutal obstacle courses. Trenchers must become accustomed to marching in the constant rain and crawling through mud with fifty pounds of equipment on their backs and rifles clutched in their hands.

With the outbreak of war, trencher training camps have increased in number, as the Cygnaran crown has asked retired sergeants and officers to come back to the service and assist in training.

Even becoming an officer among the Trenchers is handled differently than other branches, as they are promoted exclusively from within. Every Trencher officer is required to have served in an active unit before their superiors select them and send them to one of the branches of the Strategic Academy for additional education and training. These Academy courses are slightly more focused and abbreviated than those endured by other officers, in the interest of getting these officers back into the field, but this generally means these men and women are often older and considerably more seasoned than same-ranked officers in other branches.

Along with those hand-picked to become officers, the Trencher companies are proud to boast the highest rate of field-promotion; exceptional sergeants are occasionally recognized and given a lieutenant's commission in battle. All of the Trenchers' finest captains, majors and colonels have risen through the ranks by dint of merit and battlefield valor rather than paid commissions or being granted privilege by dint of noble birth. One example of this type is Captain Maxwell Finn who leads the highly decorated 95th Trencher Company out of Northguard—promoted straight to captain after the Battle of Aliston Yard in 605 AR which followed the fall of Merywyn. This was a

Trencher Chain Gun

A radically innovative piece of hardware, the trencher chain gun draws on principles invented for the Sentinel light warjack. A two-man crew is preferred to operate this semi-portable firing platform. The multi-barreled rotating firing apparatus and its tripod are heavy and bulky, taking up a five-foot square, and generally requiring two people to move properly. It takes a full round action to place the chain gun and ready it to fire; it cannot be picked up and used as a weapon without being readied. Wielding a readied chain gun takes a free action. It is a move-action to allow someone else to use the gun, and only one person can wield the chain gun in a given round.

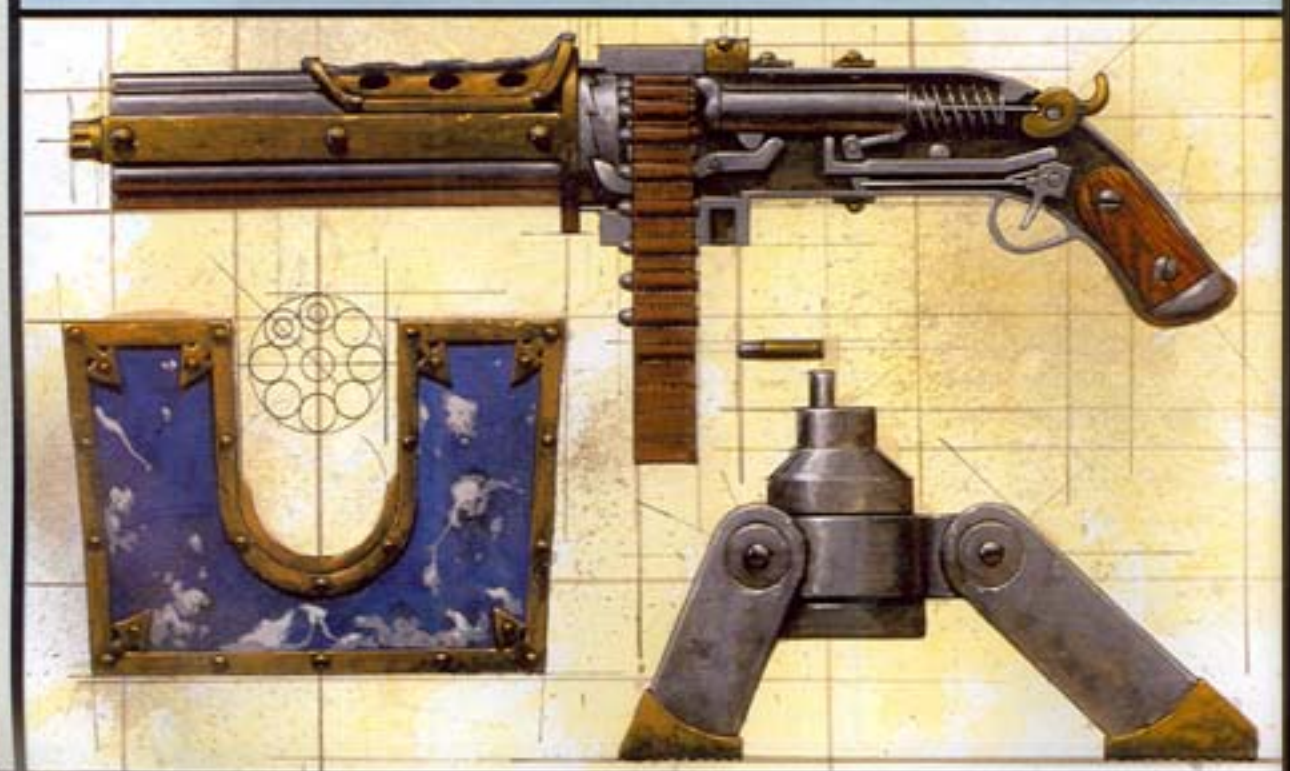
The most significant advantage of the chain gun is it can be fired repeatedly without reloading until its ammunition belt is expended (a fully loaded belt carries 14 shells). Anyone firing the chain gun receives cover (+4 to AC) from the gun's armored panels.

Reloading a chain gun belt requires two craft (small arms) checks (DC 12). These checks may be made separately so that two characters can reload the belt in one round. The chain gun cannot be reloaded and fired in the same round.

As a full attack action you can make a strafe attack against an initial target and targets in adjacent squares. You must have line of sight to each target. Allocate a number of attacks to targets in these squares up to your BAB and half the remaining ammunition in the belt (7 for a full belt). Make an attack roll for each target at your highest BAB; all attacks suffer a cumulative -2 penalty for each allocated attack beyond the first. For example, if the gunner allocates 7 shots (4 shots to the main target, 1 each to 3 adjacent targets) each attack roll suffers a -12 penalty (6 attacks beyond the first multiplied by -2). A strafe attack consumes 2 bullets for each attack, but damage remains 2d8 per hit.

Weapon	Cost	Dmg	Critical	Range Inc.	Weight	Type
Trencher Chain Gun	Special	2d8	20/x3	100 ft.	200 lb.	Piercing

The Trencher Chain Gun is a Cygnaran military piece of hardware, not sold to civilians; civilians discovered with these weapons in Cygnar are likely to be prosecuted for theft. Purchasing a Chain Gun can cost upward of 10,000 gold on the black market, and are rarely seen. The bronze cased ammunition belts cost over 150 gold each if found in black markets.



tremendously bloody engagement where the 95th proved the valor and sacrifice of its toughened soldiers, losing four in five men in a chaotic four-way engagement against Khador, Cryx, and Protectorate forces across the swampy ground.

While the Trenchers work closely with the Long Gunners, they have been scornful of the "elite" orders of knights: the Sword Knights, Stormblades, or Stormguard. These are considered men born to privilege and overly reliant on fancy equipment. Trencher companies take pains to always be first into battle ahead of the knights, and enjoy harassing them when these armored figures finally arrive. Despite this friction, in the end these soldiers work together, both regular and armored infantry, to take the battle to Cygnar's enemies.

The Trenchers are determined to keep their best and most talented soldiers, although they are sometimes recruited into other services such as the Cygnaran Reconnaissance Corps. Since the earliest inception, trenchers have recognized sharp shooters among their ranks, encouraging these men to receive additional training to become more proficient firing accurately at a distance. Certain individuals are selected for this during initial training, but others are recognized in the field once their aptitudes have been proven against the enemy. Sharp shooters are awarded badges of merit and receive expensive scopes to affix to their rifles, allowing greater accuracy at a distance. These men enjoy taunting Long Gunners in particular, acknowledging their rivals win on speed and number of bullets expended, but claiming they make every bullet count.

While Trenchers are perfectly comfortable with basic gear, the escalation of warfare with Khador has brought additional weapons to their hands. The most significant has been the powerful Chain Gun, an emplacement weapon utilizing a rotating sequence of barrels and belt-fed cartridge ammunition to deliver an unprecedented rate of fire. These chainguns are particularly useful to hold key positions and chokepoints, ripping apart enemies trying to close. The gun platform is set with thick armored plates to provide a bulwark for the gunner against incoming enemy.

Ammunition belts for chainguns are specially prepared, using pre-wrapped cartridges inserted into brass casings, with an open area on the back left free for the firing mechanism needle to penetrate and combine the explosive blasting powders. Caspia has undertaken efforts to automate this process for faster production, but quality suffers, and hand-packing is preferred. Because of the number of rounds fired, the powder used in these charges must be top-grade, able to burn particularly clean to keep the barrels clear of dangerous residue. The multitude of barrels assists this problem, as does ongoing maintenance by the chaingun crews, nicknamed "chainers", who maintain the weapons and ammunition belts for combat readiness.

The Trenchers are here to stay, and have become a mainstay of the Cygnaran war effort, completely supplanting earlier infantries. Cygnar is eager to train as many men and women as possible for this role, and it seems likely many more 'gravediggers' will earn a chance at immortality while facing constant peril far from home on the front lines.

LEGION OF EVERBLIGHT CARNIVEAN

Even before the destruction of Everblight's body, the dragon had learned unparalleled mastery of his athanc. Everblight had manifested the ability to customize the spawn of his blood. For most dragons the spawning process is an unpredictable artificial genesis, a deliberate shedding of their blood giving rise to bone, blood, muscle, scales, and connective tissues to become a powerful but debased offshoot. It is rare for dragons to create many of these spawn, as they require considerable attention to control; they are most often created to drive away or destroy intruders lurking too closely to the dragon's lair before the spawn is consumed again by its creator. Everblight approached his spawn with an entirely different agenda, shaping them deliberately into flexible weapons.

Everblight learned even in ancient times how to craft and send forth more spawn of his blood than his peers, bestowing a glimmer of cunning akin to trained beasts so they could follow his instructions without constant oversight. He developed entire strata of spawn which he would deploy for specific tasks. This included the lesser Akriel shredder feasters and Harrier scouts, the graceful Seraphim, and the lurking Teraphim guardians. The most powerful in combat, the purest weapons, were the Carniveans, sublime at reaping death and sowing terror.

These great spawn are possessed of a lean and muscular lower torso, with four clawed legs allowing swift movement across even though roughest terrain, and with the strength to leap over or barrel through any lesser obstacles. The upper body is massively muscled and sprouts heavily armored plates and spiked growths, bred to embody strength and flesh-rending efficiency. Its entire body has tremendous flexibility and range of movement and is entirely impervious to pain.

More than its fearsome talons and jaws, the most terrible weapon of the Carnivean is its ability to disgorge a scorching but quickly consumed naphtha by its breath weapon, a fiery acidic mixture which quickly melts flesh. While this breath is nowhere near as powerful as a full dragon in all its glory, it serves very well to annihilate ranked foes of enemies that the Carnivean is sent to battle, and is particularly disruptive to the morale of those who witness the gruesome destruction of their allies.

Why the dragonspawn are blind while their masters can see is an enigma reserved only to the dragons, but may represent some arrogant belief among dragons that sight is their province, and not worthy of being bestowed on their lesser minions. Being deprived of eyes has not hindered their spawn in the slightest. They possess a preternatural awareness of their surroundings, transmitted to them by the slightest shifts in air, scent, or sound vibrations.

Spawn like the Carnivean are a mockery of life, able to imitate many qualities of living creatures, yet not reliant on them for continued existence. For example, the Carnivean has lungs to assist in drawing air to deliver its deadly breath, yet can survive without breathing. Similarly, while the Carnivean can devour and consume flesh, this serves primarily to add to its mass, digesting food to add bulk to its muscles and maintain the resiliency of its hardened scales. The spawn do not require much sustenance to function, their bodily systems as reliant on supernatural as biological processes. If deprived

Huge Magical Beast

Hit Dice: 13d10+104 (175 hp)

Immunities: Death attacks, disease, mind-affecting effects, paralysis

Initiative/Senses: +1/Listen +8, Spot +8

Speed: 50 ft. (8 squares), Climb 20 ft.

Armor Class: 21 (-2 size, +2 Dex, +11 natural), touch flat-footed 19

Base Attack/Grapple: +13/+29

Attack: Bite +19 (-2 size, +8 Str) melee (3d8+8)

Full Attack: Bite +19 (-2 size, +8 Str) melee (3d8+8) 2 Talons +17 melee (2d8+4)

Space/Reach: 15 ft./15 ft.

Special Attacks: Breath weapon, Improved Grab, Swallow Whole, Blighted Digestion

Special Qualities: Blindsense, damage reduction 8/magic, regeneration 2, resistance to cold 10, spell resistance 16, scent

Saves: Fort +16, Ref +10, Will +6

Abilities: Str 26, Dex 14, Con 26, Int 3, Wis 14, Cha 6

Skills: Climb +16, Listen +8, Jump +12, Spot +8

Feats: Cleave, Combat Reflexes, Power Attack, Multiattack

Environment: Any

Organization: Solitary

Challenge Rating: 12

Alignment: Always Neutral Evil

Advancement: 13-22 (Huge); 23-33 HD (Gargantuan

Breath Weapon (Su): The Carnivean's breath we is a 40 foot cone of fire, usable once every 1d4 ro deals 4d10 points of damage, and allows a DC 25 R save for half damage. The save DC is Constitution based.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence a Carnivean at a distance of 30 feet. They will not willingly approach nearer than that and panic if fo to do so; they remain panicked as long as they are within that range.

Swallow Whole/Blight Digestion (Su): A Carn may attempt to swallow whole a medium sized or smaller creature. Once swallowed, the opponent 2d10 points of acid damage. Fortitude save (DC 25) for half damage each round. Additionally they mu succeed a Will save (DC 13) each round or endure blight, suffering 2 points of permanent Intelligen Wisdom, and Charisma damage as well as being u the effects of the dominate monster spell with a duration of 1 day/Carnivean's HD, but controlled b Everblight. The Carnivean may choose to regurgi blighted opponent as a standard action.

TOUGHENED SPINES PROVIDE ADDITIONAL DEFENSIVE ARMOR
INNER HIDE SUPPLE BUT TOUGH, SCALE GROWTHS INFLEXIBL BUT IMPERVIOUS
JAWS CAPABLE OF UNHINGING COMPLETELY, FANGS ARE ANGLED FOR TEARING
BONES TREMENDOUSLY STRONG AND SURPRISINGLY LIGHT.

Legion of Everblight: Carnivean

of food they slowly diminish in mass and size, and over an extended period of time might become unable to function, but this would require far longer than with any actual animal.

Cryptic records of Carnivean attacks can be found in ancient tomes and myths going back to the fallen and cursed kingdom of Morrdh. Everblight utilized these weapons in cooperation with the old Lords of Morrdh as part of their pact by which the dragon meddled for centuries in the affairs of this nearly forgotten kingdom. On several occasions the Carniveans were sent forth to ravage and despoil enemies of Morrdh, ensuring their supremacy went unchallenged and helping to topple these rivals into ruin. In those times, the victims of these creatures had no idea they were beset by dragonspawn, knowing only that unstoppable monsters had come upon them, as if birthed from their nightmares.

The exact process by which the Carniveans are being shaped by the Legion of Everblight has not been unveiled to their enemies, a rite known only to the chosen disciples of the dragon, those who have received a piece of the athanc and have transmuted their blood into draconic essence. The creation of a Carnivean is extremely taxing to these warlocks, requiring them to nearly exsanguinate themselves. A tremendous supply of draconic blood spilled at a single time is necessary for the larval Carnivean to take flesh. Initially small and relatively fragile, their forms will disintegrate if not immediately fed a large quantity of flesh, living or dead.

Those who have witnessed Legion gatherings have reported large metal cauldrons shaped of black iron and ornamented in gold and carved in runes, far larger than the ones which have been witnessed on the battlefield. It is hypothesized that there may be some occult procedure to aid in this spawning process, perhaps bringing additional sacrifices of blood and flesh to the warlocks to be made fertile by their draconic blood and give rise to these terrible weapons. These may assist in providing sufficient bulk to speed the strengthening of the Carnivean, but it requires a substantial outlay of a warlock's blood. It is this tie of blood which ensures the loyalty of these spawn to those who are also one with the dragon's essence; even when maddened by battle-lust, they will never turn on their masters.

The only small comfort held by the frightened citizens of the frozen north territories is that these creatures do not seem bent on any organized plan of mass destruction. They fall upon some villages and obliterate them utterly, while leaving another nearby untouched. While this has led to many unlikely theories, no one can claim to understand their purpose. Only the warlocks who share council with Everblight know his plan.

by Todd Arrington

by Dave Perrotta

by Norman Lao

by Norman Lao

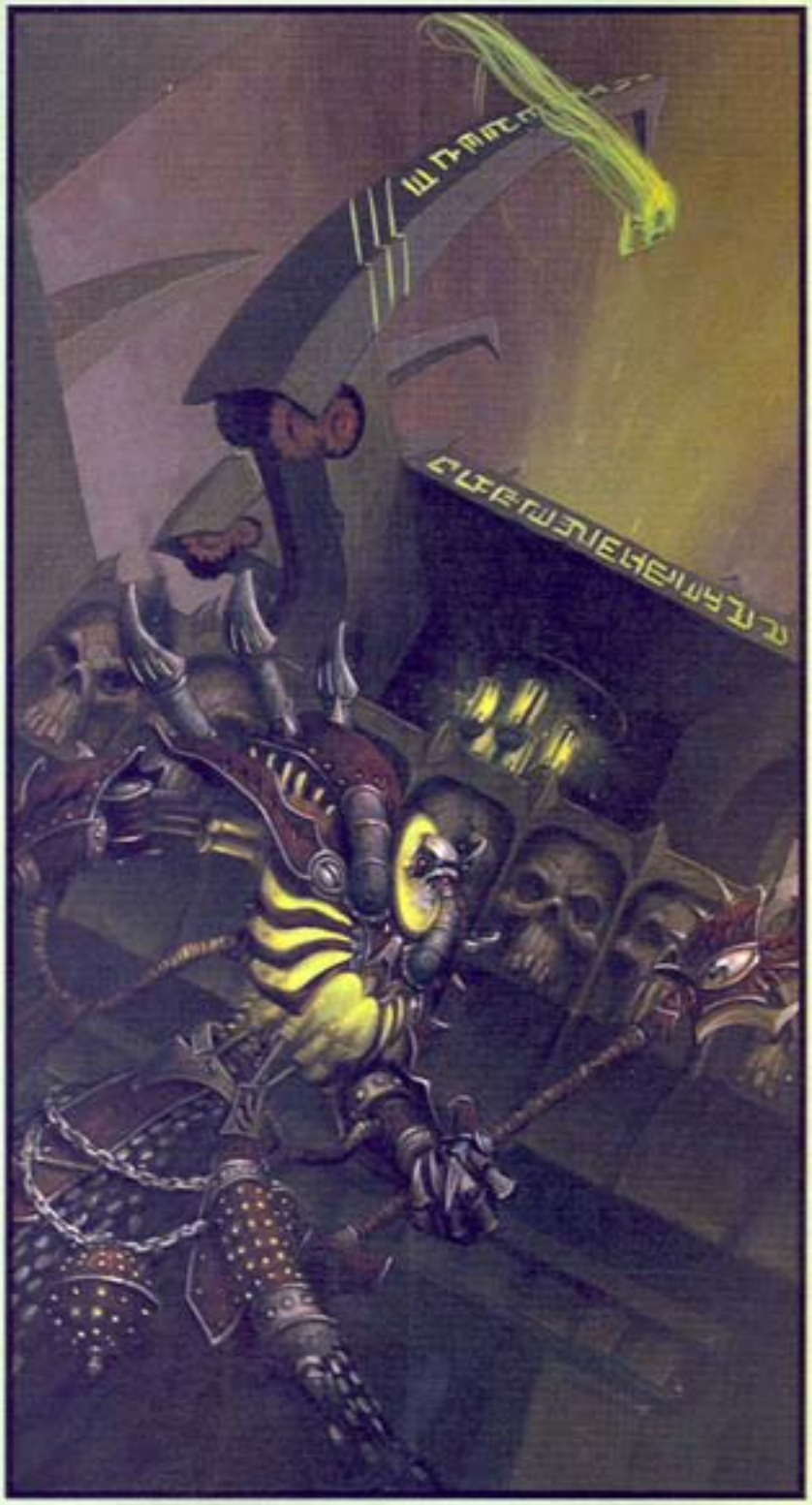
by Mengu Gungor

by Dan Smith

by Mengu Gungor

EXTIRPATION

The conclusion to "Conquest, Crusade, and Conviction" storyline from WARMACHINE: Apotheosis. Reading Apotheosis is required to understand the backdrop for this narrative.



606 AR, the Thornwood Forest, the Temple of Garrodh

Terminus gripped the metal receptacle handed to him by Goreshade, a heavy cage adorned with eight stars, flickering green from within. The great lich lord ordered Goreshade to the fore, determined to test the loyalties of the treacherous eldritch, who had changed masters so recently. Watching bloodshed brought a thirst for slaughter to Terminus, but he suppressed it, focusing on his objective. He spoke to Skarre, who waited with eager attention. "Secure this structure for me, and be rewarded." She bowed and rejoined the Bastard.

At the base of the temple a mix of soldiers and warjacks in red and blue clashed, fighting at the ramp before the yawning temple doors. Terminus and his army came like an unliving tide, armored bane thralls, ghostly wraiths, dozens of bone and black metal constructs, helljacks and bonejacks with furnaces glowing green. The Coven followed in his wake, Egregore floating silently behind. Terminus strode the mainland as lord of his master's host. Only one dared defy him—atop the temple's summit where light flashed signifying battle.

Written by **Douglas Seacat** • **Art by Brian Despain, Ben Wootten, and Sam Wood**

"No! By the Fathers, get back!" Gorten screamed to make his voice carry over the noise of the Deathjack as it dismantled his driller, ripping off its heavy torso armor plate and striking again. Gorten felt the spark of its cortex die.

The sword knights didn't hear him or refused to listen, not beholden to his commands. They rushed the Deathjack from behind heedless of the green haze of poisonous mist choking the air around it. Caspian battle blades hacked the armored skeletal back, but then the knights wheezed, dropping weapons to convulse and die, joining a ring of trencher corpses, victims of a similar fate.

Raising his hammer, Gorten gave a battle cry, summoning the strength of stone. He leapt down the stairs, bringing Forgefather down in an overhead blow. The hammer on carapace armor sounded like a gong, shattering the upper shoulder. Gorten brought the hammer around in another great strike shattering one of its horns, and with a final blow broke its armored metal ribcage. The Deathjack moved no more.

Stumbling back Gorten collided into Captain Dominick Darius, who was descending the eastern stairs to evade an embroiled second-level battle between Khador and the Protectorate. The fighting above had become too heated for him to hold a line of retreat for Commander Nemo and Major Haley.

He opened his armored hatch, peering at the blackened metal ruin behind the dwarf. "Nice work, mucker—we'll make a proper soldier of you yet!"

"Bah. I was fighting afore you were born, you manky jackhead."

"How do you fare? Looks like yer driller's all clapped out."

"Just got two gunners left." Gorten nodded to the squat 'jacks just up the stairs, periodically firing on Khadorans beyond the entrance ramp.

Darius pointed up the east stairs. "Watch my flank, mate. Got a mob of reds and churchies killing each other up there—stay out of sight unless they make a run for ya." Gorten nodded and ascended after reloading his double-barreled handcannon.

Darius rejoined the main force in front of the temple doors—a ragtag group of survivors. The Khadorans seemed mostly mopped up, down to a few blood-maddened Doom Reavers and crippled Berserkers. The reavers had inflicted a terrible toll; the Cygnarans were down to a couple tattered platoons. "4th Platoon, secure the doorway!" No other Cryxians had emerged from the bowels of the temple; it looked to be the best place to establish a defensive line. "Hump those chainguns inside, double-time!"

"Captain Darius, Sir! Cryxians coming from the south—'jacks and thralls...and Morrow knows what else!" This from a long gunner—Darius followed his finger into the gloom, lit by flashes of gunfire. He took in an endless advancing mass, amid which were dozens of green glowing lights that could only be Cryxian furnaces. The air was rent by a screaming noise as a bizarre projectile shot overhead, exploding a group of long gunners and tearing them apart.

"Into the temple! Forget the Khadorans! Move!" His men in while he left fly with all the steam cannon shells he had time for as the doors closed. He hooked the wreck of a fallen Ironclad to drag past the doors and reinforce their cover. He sacrificed his last remaining Centurion, which charged at the horde to buy them time. Lastly the captain mentally commanded a trio of halfjacks to burrow into the bloody earth and prime themselves—a formation of mines to greet the onslaught of Cryxian horrors.

At the apex of the temple Lich Lord Asphyxious locked weapons with the Testament, towering over the Menite. Even the blessed weight of Requiem could not penetrate the lich's wards. Asphyxious eyed the mortal with indignation—another obstacle between him and the Harbinger. Gripped in the mortal's other hand was a chained stone, its runed surface causing the lich an unfamiliar pain, blazing across his occult awareness like fire. This stone was a real danger, one he did not recognize.

A Khadoran in ornate armor surmounted the platform, the only man at liberty to survey the chaos. Haley and Deneghra clashed spear to spear nearby, their dance taking them away from the central platform onto an outer spur supporting hooked overhangs. The Thunderhead contested with a slayer behind them, encouraged by a Cygnaran Commander in glowing armor. The Harbinger floated behind the Testament, lips moving in constant

prayers. Her body shone radiant, unaffected by the sickly green light. Vladimir Tzepesci advanced toward the central pair—lich and prophetess—until a Reaper helljack whirled on him, its long and wicked helldriver spike thrusting to impale. He raised Dominion to deflect the spike, and the fight was joined.

Asphyxious surrounded himself in grasping darkness before invoking a haze of parasitic sickness against the Testament. So armored, he withdrew. Daemortus held aloft, baleful eye open and aware. The Testament tried to follow and strike, but a Slayer intercepted. The helljack's claws seized him, lifted him over its head, and flung him bodily across the platform.

A mechanithrall charged at Commander Adept Nemo but he dispatched it with a quick surge of lightning. This distracted him from seeing the Testament until the Menite crashed into him. Nemo's power field deflected the crushing impact, but it knocked him off the side of the upper platform. The Menite careened back to bounce off the outer spurs, managing to grab its lip with one hand, watching mutely as his weapon dropped, falling alongside the older warcaster in his blue armor who impacted stone with a crunch of finality.

The Thunderhead pulled back its right fist to deliver a blow to a severely damaged Slayer, but its head slumped and the blazing of its coils faded—feedback overloading its sophisticated cortex. With sadistic enthusiasm, the nearly defeated Slayer clawed at the unmoving warjack, slashing the struts connecting its upper arm, unleashing a corrosive spray of acid and wrenching the limb off entirely.

Asphyxious turned back to the Harbinger, lifting Daemortus to pierce her flesh and unlock Menoth's domain in Urcaen. All that mattered was the Harbinger's soul which gleamed at him, promising infinite power.

Sorcha Kratikoff began to climb the pile of stacked warjacks, intending to fight at Vladimir's side, but something cruelly sharp closed on her bicep. She whirled to this threat, encountered a withered and ancient face. A hunched hag, leaning upon a gnarled staff carved with leering visages. "Vait, child. That path is closed."

The battle raged around them, Khadorans fighting Protectorate defenders. "Do not presume to tell me what to do." Sorcha spoke bitterly. "By vhat trick have you ensnared Lord Tzepesci?"

"He belongs to himself, and his blood obligations." A mocking smile crossed her withered lips. Ravens crawled along her furred hood and humped back with black glittering eyes. Sorcha turned to resume her climb, but stopped when the hag spoke again. "Your soldiers need you. The enemy comes as a dark tide to vash your kinsmen away. Serve your prince here."

This gave Sorcha pause, even knowing the hag's manipulative ways. A pikeman on the right flank gave a shout of alarm as bonejacks scrambled up the western stairs, followed by bane thralls. Several widowmakers were situated along the siege bridge, and Sorcha heard a shout that a reinforcing army had reached the temple.

The Old Witch called a swarm of ravens to confound and slow the enemy advance, tearing unliving flesh apart. She invoked dark blessings on the wall of pikemen standing against the horde, protection against countless horrors.

Sorcha spared a glance above before rejoining her countrymen. The Winter Guard shouted her name as a rallying cry and she directed a Devastator and a nearby Juggernaut to move to center and serve as a barrier against the foe, providing relief to the men holding the top of the stairs.

Kommander Karchev felt his anger rise as the monk's speed and resiliency confounded him. The muscled Idrian swung a heavy spiked ball, flicking it out to shatter warjack or man alike. Around him the Menite knights seemed impervious, blades wielded with inhuman endurance, and the floor was slick with Khadoran blood. A trio of paladins held the ground near the stairway, while Amon's light warjacks stalled the Khadoran heavies—the cramped space made it difficult for the larger 'jacks to bring weapons to bear.

The monk was battered and bloody—pounded by Karchev's warjack fist, bleeding from a gash across his ribcage where he had been unable to evade Sunder's edge. The fanatic fought on, unhindered by his wounds. Again the whirling chain swung, impacting Karchev's torso, sending him staggering, his armored plating buckling.

With a snarl Karchev smote the ground with Sunder, something he had been reluctant to try, uncertain of the ruin's stability. Behind the Menites the oversized soul cages rattled on their chains and the black stone cracked with fresh veins. Several knights fell to their knees to be set upon by Iron Fangs, but Amon did not waver, as if rooted to stone.

"Karchev!" A familiar voice, the commanding bark of Kommandant Irusk. "Fall back!"

Karchev ignored this noise as if it were a buzzing fly, swinging a steam-powered fist to shatter the ribs of the wounded monk, at last sending him to the stone. The bloodied Idrian immediately leapt back to his feet, despite the purpled bruises across every exposed inch of flesh.

Irusk's voice again, "Karchev! NOW!" Karchev lashed with his axe, slicing only air. He followed with his left fist, crunching into the monk's shoulder, shattering bones and hammering him to the ground. Again the monk stood, never dropping his chain.

Glowering, Karchev backed away, calling his 'jacks, and the monk and knights let them withdraw, focusing on the eastern stairs where the flood of Cryxians pushed inexorably upward, heedless of losses. Karchev saw the Behemoth firing shell after shell down the stairs, exploding ranks of animated corpses and necrotech machinery, yet more climbed to replace them.

The Harbinger floated serenely, blade held point-down, hilt gripped in both hands, expression inscrutable as she faced the lich, continuing her prayer litany. She was clearly performing some ritual, her body limned in a golden light almost painful to behold—a tangible aura of holiness. Asphyxious snarled as his protective rites and enchantments were stripped bare, the circle of darkness around him banished. "These tricks will not avail thee." Drinking from the souls flowing through the temple, he struck.

Vladimir dismantled the Reaper in time to see the Slayer fling the Testament aside and the lich close on the Harbinger. It seemed his only chance was to take the woman's life, but he rebelled at the thought. Her holiness tugged at some part of his soul he thought extinguished by blood, warfare, and pain. On the open battlefield he would gladly strike the Harbinger, but not here as she faced this abomination.

By the Harbinger's will, the darkness around the lich vanished.

freeing the Great Prince to cross the space in the blink of an eye. He brought his blade up to deflect Daemortus, preventing the killing blow. Vlad swung again, his blade gleaming with white fire. He leveraged his weight into the blow, backed by its power to smite the unliving—but Asphyxious was unfazed. The only sign of his strike was a fading green ripple in the air. In a rage, Vlad hammered again and again, yet none of his blows could so much as scratch the lich, who swept his halberd down in an idle strike, penetrating a gap in Vlad's armor and slicing his shoulder open, letting the blood of kings flow.

Vlad felt his anger rise as the lich ignored him and strode heedlessly past toward the Harbinger. Vlad continued to hammer ineffectual blows but the lich flicked out Daemortus to knock the Harbinger's blessed blade from her hands, to clatter off the platform. She was utterly defenseless now. Asphyxious raised Daemortus again, certain nothing could prevent his destiny. "Thine destruction heralds a new age; this world is mine!"

The platform was lit by light so blinding it gave even the lich pause, but Vlad was unaffected. The Harbinger turned toward him, opening her arms, beckoning. Vlad did not hesitate again, charging forward, lunging his sword directly into her chest, praying the death to be quick. The acolytes holding her chains stared up at her in mute disbelief. There was no recrimination in her expression, only calm, as blood bloomed out to dye her white armor. She gasped, "This was foretold," with her last breath. Light sprang from her wounds, shining like a new dawn.

The lich stared at her fallen form, seeing his plans turned to ash, slashing wildly with Daemortus, catching Vlad in his overextended side as he stood like a statue staring at the woman on his blade. Vlad kept grip on his sword as the lich's blow knocked him off the side of the platform. All thought was erased in an explosion of holy power, centered on the fallen frail form.

The Testament pulled himself atop the spur with effort, feeling naked without his weapon. The Slayer bore down on him in full charge, swiping with its black claws, but the Testament used the Omegus in both hands to block. He saw a swelling of light gathering behind the helljack.

SOME HAD LANGUISHED FOR CENTURIES, TRAPPED IN THE BURIED ARTIFACT.

With a gesture of his right hand like pushing open a door, the Testament stepped between realms into that nether region separating Caen and Urcaen, forbidden to mortals. He walked through the ashen land of souls to reappear unharmed on the other side of the Slayer, close enough to reach forward as the Khadoran's blade pierced the Harbinger.

Her soul rose like a white flame, frozen above her for a breath that seemed to halt time, poised between the Temple of Garrodh and the Omegus of the Creator of Man. A wellspring of light burst upward in a ray to the stars, as the glowing souls swirling around Asphyxious were siphoned away, through the barrier to Urcaen, escaping the Well of Garrodh. Not every soul fled, only those sworn to Menoth the Creator, drawn to his battle beyond. Some had languished for centuries, trapped in the buried artifact. The white rose of the Harbinger's essence flew to join the Testament as the gateway to Urcaen closed with a potent blast, washing the entire upper platform with a fulmination of cleansing fire.

The temple shuddered with the force of the blast, distracting many combatants and costing some their lives. More fell as blocks of black stone tumbled from the shattered half of the upper platform. Two enormous soul-cages above the center well broke from their chains to crash into the well, exploding with green fire. Two upper spars on the south and their massive overhangs also fell, collapsing to crush dozens of climbing Cryxians on the outer stairs.

Haley had her back to the blast on the opposite side of the platform, but the explosion washed over her and nearly tore through her power field. Deneghra raised her hands to shield her face, her body ghostlike and translucent.

The blast knocked the Testament off his spur to fall near his weapon, but he rolled with the impact. Nearby was the lifeless Harbinger. Two of her acolytes lay unmoving, but the third had survived, battered, praying over her lifeless body. He spoke to himself, "Her role in the prophecies is unfinished, she will rise again..."

Dartan Vilmon, the commanding High Paladin, withdrew from his fight to behold this tragedy. He and the Testament exchanged a look, the paladin bowing his head in grief before lifting her body. The last acolyte had taken up his mace, eyes enraged, determined to strike against the desecrators to his last breath. Vilmon spoke, "Nothing matters except returning her to the Hierarch. She has freed the souls in this place and forestalled the lich." Vilmon shouted orders to the knights, blade in hand, urging them to regroup.

The light washed over Asphyxious and the platform trembled and cracked beneath him. The wave of power washed over his shielding, eroding its surface, shredding his protections, but he endured. He felt the temple shudder and survive. His connection to the influx of remaining souls endured; he sensed damage to its arcane apparatus, but it was intact. The lich glared at the fallen Menites, and saw the soul of the Harbinger among them, separated from her flesh. His plan was delayed, not unraveled, if the soul's custodian did not escape.

Terminus growled as the Cryxian advance stalled on the stairs against a wall of defenders. He knew Goreshade would overwhelm them, but he was impatient. His baleful eyes scanned the floors above, tattered wings spread from his back. Morgaen of the Coven cautioned, "No, my lord. It will not bring the consequences you desire."

Lich Lord Terminus turned, the force of his presence boring into her, forcing her to lower her eyes and the three bowed in silent supplication. They watched as he launched himself upward, past the embattled warriors, past the shattered bulwarks, to the crumbling platform where Asphyxious stood, holding the weapon crafted from Daemortus, once ally to Terminus, now an obscene tool.

Terminus cocked his head at the iron lich, voice emerging like a dead chorus, "Toruk thanks you for the capture of this place. Relinquish this structure to my command and you may join the fight below. I will secure this mechanism."

"Thou hast no authority here—this is my domain."

"Take this merciful opportunity while it is offered. Do not try my patience." Terminus raised the soul cage to the light.

Asphyxious' glowing eye flashed brighter. "What care I for this bauble? I freed myself before thee was mortal born. Do not mistake favored status in our master's regard for the wisdom of a millennia."

"This place reeks of betrayal."

"Thee cannot fathom even the shadowed outline of my design. Make thyself useful or suffer the fate of these pathetic flesh-bound mortals."

Terminus gave an angry hiss, hurling the soul cage to the stone. With Doomsayer's edge he smote the cage to release the desiccated soul. Asphyxious watched his own soul siphoned into the Orgoth temple, blended with the rest. Its wispy form was pale and stretched, like gauze.

Only then did Asphyxious realize his danger—his soul was still tied to him, however tenuously, despite his efforts to divorce himself. The temple's power used souls like fuel, burning them to power its magic. If he was not careful he could consume and destroy it by using the temple's energies. With his soul as witness, was destruction possible?

Terminus came at him with a triumphant howl. The warding prevented the first strike, but Terminus reversed for another weighty slash, which Asphyxious only partially deflected—Doomsayer carved into his armored shell, breaking metal ribs, releasing glowing ichor. Terminus towered over the smaller lich.

Victoria Haley was almost distracted from her duel by the arrival of the lich lord, a Cryxian more massive and fearsome than any she had witnessed. As its wings spread over the top of the spires, she thought for a heartbeat a dragon had come. Her sister reappeared at that moment, thrusting to kill, and Haley barely parried.

Even this momentary distraction prompted doubts and questions in Haley, thoughts she was avoiding. She had slain her own sister, a victim of the Cryxians as much as she, doomed to a cursed existence. It was not Deneghra's destruction which absorbed her, but a desire to grant her a proper death, thereby to assuage Haley's own guilt. She had lived, while her twin was cursed and bound; part of their shared soul felt pity. It was the towering lich lords at the center platform against whom she could freely hurl her hatred—those who had made all this come to pass.

Asphyxious endured a second crushing swipe of Doomsayer, snapping pistons driving his right arm. Looking down he saw cracks in the temple stonework, remnants of the Harbinger's termination. Asphyxious enacted parasitic darkness around Terminus, but struck the stone instead of his adversary, leveraging Daemortus into a crack at Terminus' feet. Shadowy figures emerged from the darkness, forms ghostly as they leapt upon Terminus, grasping for his wings. They did him no harm, yet staggered him as the stone beneath his feet crumbled, unable to bear his weight. The lich lord tumbled, unable to spread his wings and slow his fall.

Below, undead pushed past retreating soldiers, among them three willowy forms and a floating orb spilling darkness like liquid. Asphyxious knew he must act fast lest all advantage be lost. He reached out to Deneghra, delving into her mind for the power he sought. There in dark corners, a glimmer of a half-remembered void seen when the Orgoth temple imprisoned her soul.

Asphyxious sipped from the Temple's power, risking his soul to unleash one great spell. Extending Daemortus to point at Terminus, Asphyxious performed a dark convocation and summoned the Hellmouth—a gateway to destruction among the outer realms. Asphyxious poured power into the breach, here where the barrier between worlds was thin, opening it to the widest extremity.

Terminus was yanked into the void as Asphyxious hissed in triumph. What he did not anticipate was the Witch Coven following into the breach, Egregore floating between them. The strange orb disgorged a blanket of darkness to embrace them, and the group entered the Hellmouth behind their master. The portal closed with a rush of wind and a sulfur stench. Asphyxious bent his will again to finding the Harbinger's soul.

Sorscha knelt next to the battered form of Vlad Tzepesci. Against her expectations his eyes opened, staring blankly before recognition softened his features. She pulled him to his feet, wishing there was time for words, but the Cryxians pushed past their line. Irusk coordinated the withdrawal across the siege bridge, but Khadorans on the line were falling. Vlad spoke, "There is nothing keeping us here. The lich is defeated." There was no sense of victory in his tone.

Irusk yelled over the din, "Across the bridge! Keep a tight line and regroup on the other side!"

Vlad leaned close to Sorscha. "You and I can hold the enemy, allow the others to withdraw."

She protested, "You are badly injured!"

"My wounds lend me strength. Come, let us fight together." In his hands Dominion flickered with white fire, eager to bite unliving flesh. Sorscha raised Frostfang and the two moved to support the Iron Fangs, shouting for them to retreat. Nearby the Old Witch fought tirelessly while Khadorans backed across the bridge. The Behemoth backed away behind Karchev, bombards aimed backward, continuing to lob shells. Its heavy tread bowed the siege bridge and caused the banded reinforced wood to groan. One section of boards shattered, making it stumble as it fired. The shot exploded into one of the primary temple support pillars with a shower of debris.

Foul bile washed across a line of the last pikemen, causing many to stumble and fall, flesh melting from bones as Cryxian sludge ate them alive. Irusk yelled for Sorscha to follow. The Old Witch rose above the stairs in shadow, surrounded by ravens which spread from her like a tornado of leaves. Her eyes locked with Sorscha. "Go, before they arrive! This place will be erased!" Vlad scowled as his blade tore through mechanithralls, yet Sorscha forced a light of awareness to return to his eyes and he followed her across the bridge.

Darius had blessed his fortune; he and the few weary survivors of the front battle had been ignored. They held their position inside the interior hall, chainguns ready, hearing the Cryxians divide to mount the stairways, more eager to ascend than to explore the interior. The mechanik wracked his brain to think of a course to get his men to safety, meanwhile continuing to repair the demolished Ironclad.

With a grinding jolt and crunch of metal, Darius's wrench arm stopped responding. Cursing, he released his armor locks and climbed out. His arm mechanism was damaged—an armored plate bent inward and wedged into gears and control rods.

Before he could begin to repair this, a piercing whistle was followed by a thump and a wet

sound like water thrown against a wall. The air erupted with gunfire and shouting soldiers. Darius whirled toward the doors to see one of his Chaingun crews missing, the gun covered with fresh gore. An oversized helljack on spider-like legs had forced through the doors and skittered toward the Trenchers who fired at its armored carapace. Its claw scythed through them like wheat.

Darius scrambled to get back inside his armor, sending a mental command to his last active warjack—a Hunter stationed to the rear of their group. It fired an armor-piercing shell into the lower chassis of the helljack and Darius felt grim satisfaction as the Harrower's undercarriage collapsed, spindly legs twitching.

A smaller intruder slipped unseen through the doors—a slender woman who strode past the dead trenchers, cutlass in one hand, dagger in the other. Darius saw her through the eyes of his Hunter which moved to engage, axe raised to strike, but too slow. Just as Darius touched the levers to seal his armor, a blade thrust through the opening and deep into his side. Skarre Ravensmane smiled before spinning on her heels to face the light warjack. Dodging its clumsy axe, she made quick work of the lightly armored machine.

Darius was bleeding profusely, the interior of his powered armor slick by his own blood. Before he could buckle himself in, the horned woman yanked him out and threw him to the stone floor. She leaned over, her voice silky. "Knew I'd find a sweet surprise. Yer death won't be quick." She pulled off his leather helmet and he felt her dagger on his cheek. With an expert swipe she tore off his left ear, holding it up to his eyes.

As Asphyxious dealt with Terminus, Haley tried to extricate herself from her sibling. Each

combatant had landed telling blows, and Haley could feel blood from a wound at her side collecting in her left boot. She had no idea if any other Cygnarans survived. Nemo was nowhere to be seen, and she had spotted the Thunderhead slumped near the edge of the platform, inert.

With a sadistic smile Deneghra lunged for her throat, the blade just missing as Haley's power field shimmered to deflect.

Haley opened her right hand to push Deneghra away with an arcane surge. Glowing gold rune-rings danced around her fingers as she detonated an explosion. There was a flickering of black and white light as time itself thickened. Haley knew she might be able to slay her corrupted sister, but her mind insisted this would be a pyrrhic victory. Instead, she sprinted in the opposite direction, vaulting onto the central platform toward the Thunderhead. Asphyxious was busy striking the platform below Terminus to topple his foe.

Haley laid her mechanikal hand on the Thunderhead's frame, forcing a connection. This was a peculiar construct, with none of the familiar steam engine rumbling or heat. Its cortex was not as fried as she expected; perhaps Nemo had extracted his mind before his death. She pushed the thought away, not ready to accept his loss. The Thunderhead's eyes lit. She urged it to engage Deneghra who was closing behind her. Meanwhile she ignored her sister and charged Asphyxious.

The world was red with pain that came with every breath. Commander Adept Nemo realized he was not in actual fact dead. He tried to sit up and realized multiple ribs and one of his legs were certainly broken, along with lesser injuries across his body, eclipsed by the torment of breathing. He'd been in bad scrapes before—Nemo was sure he'd had worse injuries, but those were when he was a younger man. He forced himself to stand, putting weight on his good leg, using his lightning rod as a crutch.

The sound of battle surrounded him, but he was somewhere the fighting wasn't—he had fallen opposite the stairs. His vision blurred, his ears rang, and he endured an ongoing dizzy sensation. He reached out to the Thunderhead, or any Cygnaran cortex nearby, but found nothing he could latch onto. Or almost nothing, there was...

A BAND OF RAGGED CREATURES SCURRIED FORWARD, PART OF THE CRYXIAN OVERFLOW.

A vibration underfoot made him turn to confront a looming warjack of unfamiliar design, all oblique angles and long panels, shining gold and white. The Avatar of Menoth pierced him in an unflinching stare and he found he could not move. This was a warjack he had read of in reports, but never faced—he sensed no cortex, its limbs animated by something other. An inquisitive part of his mind puzzled, refusing to accept that this could possibly be an Avatar of Menoth. He posited a more rational explanation—that the spirit of a lingering Menite priest, the soul of a former hierarch, sent back to fight. He knew he would not live to learn the truth.

The blow did not come—Nemo watched as the Avatar marched past him. It moved to reinforce the Menites fighting an increasingly difficult battle against Cryxians surging from below. The undead and necrotechs constructs of the Nightmare Empire had spilled forward from the western stairs, advancing as the Khadorans retreated. The Avatar moved to block, to give the knights a chance to retreat by the same siege bridge by which they had arrived. Why Nemo had been spared, he had no idea, but he was immediately distracted.

A band of ragged creatures scurried forward, part of the Cryxian overflow. Coming at him were stitch thralls and a necrosurgeon, looking at him as a piece of meat. He pointed his lightning rod and let a burst consume the nearest ones in white fire. This flash revealed more shambling in the shadows behind them, mechanithralls and bonejacks. Nemo backed away, letting the power latent in the air around him accumulate in the coils of his armor; he was badly wounded, but the air was alive with arcane energy. He tapped into this to weave a voltaic snare to halt the advancing bonejacks, then unleashed a chain of brutal lightning to sear across them, blasting mechanithralls from the structure. There were more, and he knew he could not hold them all.

Nemo reached again for a cortex. He sensed the Thunderhead at last, but something blocked him—he realized Haley was not only still alive, but she had reactivated the Thunderhead.

overwriting his control. Nemo was too relieved she was alive to begrudge her this, and searched for another 'jack, thinking there must be one down below.

He backed onto the shattered spur, and after reaching the pillar at the end of the outcropping he realized he had backed into a corner. Yet he sensed something directly below him—a heavily damaged warjack? Knowing he didn't have much time before his snare faded, he tapped directly into this peculiar cortex.

There was a connection, a familiar telepathic request for access codes. It was not Cygnaran, yet contained a familiar sequence unique to the Fraternal Order of Wizardry. It reminded Nemo of something, and he realized with a chill that this could only be the wrecked colossal which had fought the Orgoth here four hundred years before. Its mind was confused, as if woken from a long slumber, and he sensed its body was utterly destroyed, its engines centuries cold and inoperable.

Yet the mind was there, and Nemo gave it codes he had forgotten he knew, a trivial bit of research from years ago when he had studied esoteric Rebellion arcana. The locks slid away, and Nemo found himself able to explore the intricate byways of this ancient cerebral matrix, precursor of the modern cortex. Had he more time he would have spent hours there, but he knew he did not have that luxury. He was amazed at some of the byways and connections, not so crude as he had expected, making up for later advances by sheer size and materials. A number of finely pounded gold sheets in the cortex were laden with a delicate patina of arcane information accumulated over time. This presented to his mind fascinating potential applications. Even more startling, he sensed something closely akin to self-awareness, a sense of acute discomfort, a desire either to be useful or to end its misery.

Of more immediate interest, he found enormous untapped reservoirs of accumulated energy between the layers of old metal, gathered like condensation over the centuries. It was like plunging his mind into a freezing well. Nemo took a chance, sending all of his power into that reservoir to spark a reaction, all the while powering up the voltaic potential of his armor coils and resonant accumulators.

Raising the lightning rod, he released the storm. Lightning raged through and around him, levitating him above the stone. Directly below, the forgotten colossal was surrounded by white fire as a massive electrical surge exploded from its cerebral matrix, bringing a burst of lightning and a clap of thunder that swept across the entire temple and expanded in a huge circle of utter arcane disruption. The approaching bonejacks ignited as their cortexes melted from within, and similar eruptions of voltaic power hit constructs throughout the structure and beyond, a cascade chain effect on a level he'd never thought possible. Nemo's eyes were drawn to the suspended cages under the elevated platform at the center of the temple as his pulse of energy struck them. All the chains snapped, the cages falling into the heart of the structure, which buckled and heaved from an explosion of green fire. "What have I done?" He asked, simultaneously amazed and terrified.

Skarre was distracted from finishing Darius by the sight of the deeper well. To her witch sight it was an awesome tableau of geared mechanisms, soul prisons, and dark stones which attracted and manipulated spiritual energy. The mechanism was alive with necromantic power, enough to make her skin tingle. She walked closer, feeling a resonance. Leering faces carved in howls of agony and ecstasy transmitted soul energy from their open mouths, eyes, and nostrils.

Skarre reached out to bathe in these sacrificial energies, feeling her eyes transform. Skarre could suddenly perceive each combatant above as bright specks shining through the stone walls, arcane energy flowing through them like waves. As her vision adjusted, she began to see the lines of fate, drawn like colored strands connecting each soul-speck and necromantic knot above.

She was so enraptured that she was blind to movement behind her, two insignificant specks of soul-light. Had she looked over her shoulder she would have witnessed a battered armored dwarf hauling the unconscious Darius toward the entranceway. Her eyes fixated upward, where the swirling currents of souls focused and gathered below the bright knot of Asphyxious.

Skarre had a sudden premonition as the lines of future probability converged in a rush toward disaster. Utter destruction hinging on the well laid schemes of several powerful manipulators. She had

no time to focus, and only seconds to act to preserve herself.

Skarre considered a warding ritual she kept in reserve, hoping its time would never come. This measure would cost her greatly, but she saw no other way. Outside, Nemo unleashed his wave of lightning and disruption, and the whole Temple rocked. The chains on the cages above the well snapped, and began their fall. Skarre's lips had begun to speak the words of the rite. Takkaryx slung onto her back so she could raise Bloodwyrm, glowing red. "The blood of mine enemy," she invoked, as the scalped ear sizzled, "mixed with mine own."

She plunged Bloodwyrm into the bloody ear lying on the palm of her left hand, sending pain to explode up her arm and melt the dagger, unleashing arcane power to tear through flesh. Skarre plucked herself from the tide of fate, isolating the strand that was her own essence. She sought and found one ally of their force, Goreshade, busy slaughtering Protectorate knights at the siege bridge. She searched for Terminus and the Coven, but could not find them, and did not have time to ponder this absence. Just as her warding shell flickered around herself and the eldrich, the falling cages exploded, tearing apart the entire foundation of the temple and triggering an earthquake that opened a deepening rift.

Asphyxious turned in time to brace for Haley's thrust, deflected harmlessly from his warded frame. He ignored her for the moment, finally locating the Testament below. Asphyxious reached out, gathering strength to smite the Menite before he could cross the siege bridge.

Just as he was about to invoke his power, Nemo's wave of disruption passed through the area, and his warding barrier flickered and died, necrotite engines seized up, pistons locking as Haley's thrust caught his armored hip, sending blackened metal flying, almost knocking him down. Uncertain what had happened, Asphyxious let shadowed wings flicker behind him and he soared just out of reach before toppling again to the far side of the platform. He gathered shadows to hinder approach and inside seethed as the Testament strode away, unhindered.

Behind Haley the Thunderhead struck Deneghra, knocking her back. Nemo's lightning wave washed over the Thunderhead without affecting it. Deneghra was forced to turn ghostlike to avoid a spray of deadly lightning that erupted in a wide arc from the Cygnaran warjack.

Haley continued to press forward, sensing the kill, although slowed by Asphyxious' darkness. The lich was having difficulty; she could sense him reaching out for his blackened warjacks, yet most had been disabled, and all in the area were critically damaged by Nemo's disruptive explosion. Haley felt her mechanikal armor and arm lose power, and the weight of Echo suddenly dragged her down. She almost dropped the spear until she rallied her telekinetic powers to take up the slack, focusing to keep the weapon in hand as she closed on Asphyxious.

Deneghra reappeared and extended the darkness of her nature to banish the Thunderhead, temporarily negating its solidity, forcing it into the shadows. The Thunderhead tried to swing at her as she passed straight through it, unharmed. Deneghra's armor was

also unresponsive, but this did not hinder her enough to prevent her from unleashing a spray of corrosive acid which burned and sizzled across her sister's armor.

"Why do you continue to be a slave to him?" Haley screamed at her sister. "He would gladly sacrifice you to ensure his own power. You are nothing to him!" She was not even sure why she bothered, except to voice her frustration. She raised Echo to deliver the killing strike to Asphyxious, who lay helpless, his metal and gear frame paralyzed in the wake of Nemo's shockwave.

There was an explosion below and the Temple shook, causing Haley to stumble and recover her balance. Deneghra screamed back at her unexpectedly, "No! Let me do it!" This time the dark twin's charge was not toward Haley, and this was so unexpected the Cygnaran warcaster hesitated. She watched her dead sister raise her own spear to strike the lich who lay helpless at both their feet. Haley felt a spark of hope, an amazed realization that perhaps there was a chance to redeem her twin, some tiny glimmer of the youth she had once been.

Deneghra's weapon struck, the spearpoint driving deep into the lich's armored shoulder. Asphyxious suddenly disappeared, vanishing from sight. Haley stared in mute confusion as the temple gave another lurch and knocked her off her feet. Her sister looked at her with a condescending smirk and became insubstantial just as the temple began to collapse. It had not been an attack, but a rescue; Haley felt the fool.

The temple lurched in the grips of the earthquake. The Thunderhead returned to solidity as the stone began to crack under its feet. Haley commanded it to grab her with its remaining arm, enduring its crushing embrace as she urged it to leap with all its strength away from the platform. Haley tried to use her telekinetic power to push them even further away before the ground began its inexorable pull. Unable to support the weight of the Thunderhead, she told it to let go of her to float while the great machine fell to the soil below, crashing with a screech of crushed metal.

Haley saw a glowing blue figure, also falling, Nemo's unmistakable armor. She caught him in strands of force and pulled him toward her. They landed softly as the air filled with a deafening gnashing like giant stone teeth—the Temple collapsing into a widening maw.

Nemo coughed wetly, blood on his lips, as Haley leaned down to help him sit up. "You're alive!"

"Barely. Get us out of here." He leaned on her as Haley glanced toward the rumbling. She thought she saw hooded forms at the outer perimeter, but they were eclipsed by rising dust. She considered the brave soldiers who had accompanied them, now slain, but there was no time for grief. They would search for survivors and recover bodies for proper burial later. The aging Commander sighed at the pile of scrap sunk half into the ground, hardly recognizable. "My Thunderhead... What in blazes happened up there?"

Haley gave him a sad smile. "You can repair it; it fought well. We must get to a safe distance. This area is crawling with Cryxians."

"Where is our mechanik and the dwarf?"

Haley's face darkened. "I don't know—they may not have survived. I'll return to look for them after we get you somewhere safe."

Nemo frowned, but patted her arm reassuringly. "Dead or not, I've never known a dwarf to leave a job unpaid. He's not the sort to die to an earthquake." Nemo leaned on Haley as the two battered Cygnaran warcasters limped away.

On the opposite side of the forest, a paladin in blood-stained armor marched away carrying the lifeless body of a frail young woman in his arms. By his side marched the battered Amon Ad-Raza and the Testament of Menoth, who gripped the Omegus and safeguarded an even greater treasure. They had begun the difficult journey south, to bring their burden home. A dim, green eye lit by necromantic energy watched their exodus from the forest shadows, an unsleeping mind that schemed, seething with malice, ambitions stalled but undiminished.

PRIVATEER PRESS EVENTS AT GENCON 2006

~WARMACHINE & HORDES~

HORDES/WARMACHINE: Rage and Rivets

Event Description: This 350 point event will blend both WARMACHINE and HORDES into an unholy concoction of blood, guts, grease, and gears. Come pit your favorite HORDES or WARMACHINE faction against the best the Iron Kingdoms has to offer in this mixed event!

Event Date: 8/13/06 starting at10:00 AM
Event Cost: $4.50

WARMACHINE: Hardcore

Event Description: WARMACHINE: Hardcore is a new fast paced format featuring a fully painted army requirement, a seven minute turn limit at 750 points, as well as all new awards such as fastest 'caster kill, and best painted army instead of the normal faction awards you see in Steamroller events.

So if you have a fully painted 750 point army, if you know your opponents moves before they do, and if you think you can handle the pressure, WARMACHINE: Hardcore is for players like you!

Event Start Date: 8/10/06 starting at Noon
Event Cost: $4.50

HORDES: Tooth and Claw

Event Description: Come watch the fur fly in this 500 point event for our newest game HORDES! There will be 4-5 rounds with a half hour break for lunch except for Trollblood players who probably won't be hungry due to excessive "Snacking"....

Event Date: 8/12/06 starting at11:00 AM
Event Cost: $4.50

WARMACHINE: Tour of Duty day 1

Event Description: Tour of Duty is a multi-player cooperative faction event in which players battle through four theaters of war. Rack up victories & body counts for your faction as you annihilate rival forces . Choose one faction and bring along a 500-point army with a selection of warcasters. Players can jump in at anytime there is an opening - your event ticket will be valid for the whole event, which runs Thursday and Saturday. There will be participation Prizes as well as a special award for those playing the winning faction.

Event Date: 8/10/06 and 08/12/06 starting at11:00 AM
Event Cost: $1.50

WARMACHINE: Steamroller National Open

Event Description: Are you the best player you know? Wanna show everyone that you aren't just the big fish in a little pond? If you think you are the best of the best then we say come prove it!

Friday will be when the first round of metal grinding action will determine which eight players have the steel to advance to the Finals. This event will require 750 point WARMACHINE lists and there will be a half hour break for lunch.

Once we have separated the wheat from the chaff we up the stakes to 1000-point forces for the final three rounds which take place on Saturday to determine the champion.

Event Date: Round One: 8/11/06 starting at11:00 AM
Finals: 08/12/06 starting at11:00 AM
Event Cost: $6.00

~IRON KINGDOMS RPG~

Intro to the Iron Kingdoms

Event Description: Embark upon a journey into the realm of the Iron Kingdoms where battle-hardened characters wield mechanika blades and smoking forgelock pistols, where steam power is fused with arcane might, and you survive by your wits alone. Miniatures and characters provided.

Event Date:
8/10/06 – 10:00 AM, 2:00 PM, 4:00 PM
8/11/06 – 10:00 AM, 2:00 PM, 4:00 PM
8/12/06 – 10:00 AM, 2:00 PM, 4:00 PM
8/13/06 – 10:00 AM, Noon
Event Cost: $1.50

Iron Kingdoms Seminar

Event Description: Join the Privateer Press creative staff for a look at our upcoming products in the award-winning Iron Kingdoms role-playing line. Meet co-author of "Five Fingers - Port of Deceit" Doug Seacat, RPG Line Director Nathan Letsinger, and Creative Director Matt Wilson

Event Date: 8/11/06 – 4:00 PM
Event Cost: FREE

A Thornwood Tale

Event Description: Journey into the rugged and dark wilderness of the Iron Kingdoms with your small team of war-torn mercenaries. Will you survive to complete your contract before you are torn apart by the warring factions found in the Thornwood forest? A mid-level wilder adventure.

Event Date: 8/11/06 – 2:00 PM
Event Cost: $3.00

Down and Out in Five Fingers

Event Description: It was just another job for your pirate crew until something went wrong and you awake adrift without your memories. Navigate the foggy back-streets and many alleys of the island city of the Port of Deceit in search of your lost memories and reap revenge.

Event Date: 8/10/06 – Noon
8/12/06 – Noon
Event Cost: $3.00

NO QUARTER MAGAZINE

No Quarter Magazine Seminar

Event Description: Join the staff of Privateer Press' No Quarter Magazine for an informal discussion about the magazine. Bring your questions and comments as we look over our first year and discuss our plans for the future.

Event Date: 8/12/06 – 4:00 PM
Event Cost: FREE

BRUSH THRALLS

Assembling Metal Miniatures

Event Date: 8/11/06 – 8:00 PM
Event Cost: $15.00

Basing Your Miniatures

Event Date: 8/11/06 – 10:00 PM
Event Cost: $15.00

Learning to Layer With Acrylics and Inks

Event Date: 8/11/06 – 12:00 PM
Event Cost: $15.00

Mastering Metallics

Event Date: 8/11/06 – 2:00 PM
Event Cost: $15.00

Painting demonstrations every day in the Privateer Press booth by Mike and Ali Mcvey!

WARMACHINE:HARDCORE!

Not for the faint of heart. Privateer's new tournament format makes its debut at Gencon Indy '06. Designed to satisfy those who eat, sleep, and breathe WARMACHINE, Hardcore is an elite level event that will be run at select major venues this season.

HARDCORE is a competitive format for anyone who thinks they can bring the full package to the table; we're talking about a fully painted and finished army, a razor sharp honed knowledge of the rules, and an unflinching killer instinct. This is the pinnacle of the competitive miniatures experience, where everything comes together and every aspect of the hobby and the game count. You may think you are good, but now is the time to find out how you measure up in the HARDCORE arena.

WHAT IS HARDCORE?

- **750 points of WARMACHINE, any faction including Mercenaries**
- **7-minute turns – When time is up, players will finish the current activation and then put the dice down**
- **Fully painted and assembled figures are required**
- **Kill the caster scenarios**

WHERE DO I PLAY?

The very first WARMACHINE Hardcore event will be held at Gencon Indy 2006. Thursday, 8/10 at noon. Keep your eye on our homepage at www.privateerpress.com for more dates and times.

WHAT DO I GET?

Awards will be granted for the following:

Fastest Caster Kill

Most Victory Points (Cumulative)

Best Painted

Overall Hardcore Champ (W/L)

If Hardcore is not your style, Privateer will have other formats at our large events as well, including Steamroller, HORDES, and the brand new Mixed HORDES/WARMACHINE format. See page 71 for more details.

WHAT DOES "FULLY PAINTED" MEAN?

Fully painted is a requirement for Hardcore events. Every model must be painted with a reasonable diversity of color. This means that individual elements of the miniature must be distinguishable by color and/or shading. For instance, flesh must be a different color than hair or clothing. Metal should be a different color than leather. Primer is not paint for the purposes of Hardcore. In addition, all bases must be textured, finished, and clean. Judges will be on hand before the event and will disqualify armies that do not meet the requirement.

If a judge decides a model is not fully painted and based, then it is not. Following the guidelines above is a great way to make sure this does not happen but don't bother looking for loopholes, essentially, when in doubt, paint more or risk disqualification.

TRAIL OF CHAMPIONS

At Gencon Indy this year, No Quarter Magazine will be introducing a brand new feature, the Trail of Champions. We will be taking the faction winners from the 2nd National Open Championship and extending them a unique offer.

At the end of the second day of competition, each of the faction winners will be invited to participate. If they accept, No Quarter Magazine will follow these champions throughout the year as they build an entirely new army from a different faction than the one they used at Gencon '06.

Privateer Press will provide the parts to make an entirely new force, and No Quarter will cover the army creation, modeling, painting, and testing of each of the lists as the Champions march towards Gencon '07 and the 3rd annual **National Open Championships.**

HOW DO I ENTER?

The easy part is to enter the National Open Championships on 8/11/06 at 11:00 AM. The hard part is to win the day for your faction. If you finish the event (champions don't drop out), you will be invited to participate. You will need to agree to a regular schedule of photo updates and reports to keep the readers informed. You will also need to agree to have a fully painted 500 point list and a 1000 point list ready for the event in '07.

If all of the faction winners do not agree to the terms, Privateer Press may select alternates of their own choosing.

WHAT DO I GET?

If you are invited and agree to the terms, you will then choose a new faction for the project. We will only have one of each of the five factions represented and you cannot take the same faction you used in '06. The overall champ in '06 will get first choice; the rest will get to pick their faction in order of strength of schedule, and mediated by Privateer officials to ensure that each player ends up with a different faction from the one they brought this year.

Once you are assigned your faction Privateer Press will give you free of charge, a 1000 point army of your own composition in monthly installments. When we receive each complete progress report and pictures from you on time, you will get the next allotment. These reports will be used to build the No Quarter articles right up until the main event in '07.

Your updates will be published in No Quarter Magazine and on the Privateer Press website throughout the year.

So if you think you have what it takes to be a legendary Champion and you want the chance to show the world your skills, sign up today for the National Open Championships.

ANNOUNCING THE FIRST ANNUAL:

PRIVATEER PRESS GRAND MASTER PAINTING COMPETITION

Winners announced 5:00 PM Saturday 8/12/2006 at Gencon Indy

THE CATEGORIES AND PRIZES:

1. **Warjack/Warbeast** – A single, light or heavy warjack or warbeast. – First Place Prize, $200 US

2. **Warrior model** – A single trooper, solo, warlock, or warcaster – First Place Prize, $200 US

3. **Battlegroup** - A warcaster and 2-5 warjacks or a warlock and 2-5 warbeasts. No troops or solos. – First Place Prize, $200 US

4. **Unit** - A unit comprised of no less than the minimum number of allowed models and no more than the maximum number of allowed models. Unit attachments and Special Weapon Attachments may be included. – First Place Prize, $200 US

5. **Diorama** – A scene of the Iron Kingdoms, made up of components that do not exceed 12" wide, by 12" inches tall, by 12" deep. – First Place Prize, $200 US

Grand Master – Selected from the winners of the above categories. – Grand Prize, $1000 US
The Grand Master will win $1000 US for the grand prize and $200 for the category prize that qualifies them, for a total of $1200 US.

RULES:

- All entries must be Privateer Press miniatures. Conversions and scratch building is allowed - but must be within the scope and atmosphere of the Iron Kingdoms game world and either scratch built or parts from Privateer Press models. Third party parts are not permitted.

- All entries must be modeled and painted by the person entering. The person entering must hand in the miniatures themselves at the specified time. Entries must also be collected from the display area at the specified time, any entries that are not collected by the end of the show automatically become the property of Privateer Press.

- All entries must be accompanied by the appropriate entry form - this must be filled out correctly and clearly. Competitors will be issued a numbered ticket when they have handed in their miniatures. In order to collect their miniatures at the end of the show, they must present this ticket, along with valid ID in order to get their miniatures back.

- Competitors can only enter categories once, though they can enter as many of the categories as they choose.

- All entries must be presented on the appropriate size base for which the model was designed, but extra scenic details may be added

- While every care possible will be taken with the entries - the miniatures are entirely at the risk of the competitor. Privateer Press will not be responsible for any damage or loss that might occur while the miniatures are in their care.

- Privateer Press has the right to photograph and to publish miniatures photographs on the web or in print.

- Privateer Press reserves the right to refuse entry to any competitor, with or without cause. Privateer Press staff and family are not eligible to enter.

- Cash winnings subject to all state, local, and federal laws.

- The judges' decisions are final in all cases.

HOW TO ENTER:

Show up at Gencon Indy, 2006. Fill out a form at our booth and drop off your entries on Thursday and Friday starting at 1:00 PM and Saturday from 10:00 AM to 11:00 AM. All entries must be received by Saturday 8/12/2006 at 11:00 AM.

Winners will be announced Saturday 8/12/2006, at 5:00 PM in the Privateer Press booth.

Cygnar History 101: The Lion's Coup

The Iron Kingdoms is a land shaped by a succession of violent and legendary events. In this issue we will explore one such moment, pitting a prince against his king, brother against brother, changing the face of Cygnar.

This event is known as the Lion's Coup—in one historic night of bloodshed, Prince Leto Raelthorne fought to overthrow his brother, King Vinter Raelthorne IV for the good of all Cygnarans. In the following pages you will find campaign rules, along with unique model stats and scenarios to play through the Lion's Coup yourself. You will decide if history repeats itself!

To celebrate these events we have departed from our traditional prose narrative to showcase the final confrontation between brothers with an amazing 6-page comic. This astounding material is found exclusively in this issue of No Quarter Magazine!

While you won't find these panels in the upcoming comic mini-series, this is a taste of the amazing work to come in our exciting comic book debut!

The Hand of Fate

Pencils: **Logan Lubera** , Writers: Matt **Wilson and Doug Seacat** , Inks: **Craig Yeung, Pat Davidson** , Colors: **Lisa Lubera and Druie** , Lettering: **Kris Feric**, Story Continuity: **Jason Soles**

Coming this fall to a Comic Book store near you...

The Warcaster Chronicles™

The Warcaster Chronicles™ is a three-issue mini-series, released in Fall 2006.

Bringing together the art of Bright Anvil Studios™ and the creative vision of Privateer Press, the first volume of the Chronicles will focus on the history of Commander Coleman Stryker, his early days as a Warcaster and his exploits throughout the Kings, Nations and Gods Campaign found in the pages of Escalation. Witness the rise of the legendary Commander, and his inescapable decline into darkness as the ravages of war strip away the humanity of Cygnar's greatest champion.

Future installments of the Warcaster Chronicles will feature more of your favorite WARMACHINE heroes, as we explore in full color graphic detail, the triumphs and tragedies of the battle torn Iron Kingdoms.

WE HAVE LOST, SIRS. THE TRAITORS BATTER ON YOUR DOOR, AND WE ARE CUT OFF FROM YOUR LOYAL OFFICERS.
I SHOULD NOT HAVE ENTRUSTED MY OFFICERS TO MY BROTHER. A LESSON LEARNED.
BA-DOOM
BA-DOOM
I KNOW THE HIDDEN PASSAGES OF THE CASTLE, AND CAN LEAD US TO SAFETY WHILE YOUR INNER GUARD DELAYS OUR PURSUERS.
LET US HASTEN TO BASTWALL! WE CAN RALLY YOUR LOYAL SOLDIERS. I HAVE MANY AGENTS OUTSIDE THE CITY WHO CAN AID US.
I WON'T BE CHASED FROM MY OWN CASTLE LIKE A DOG! MY BROTHER WILL DIE BY MY HAND!
CLICK
"SO BE IT SIRE. I STAND WITH YOU!"
BA-DOOM
NO! YOU WILL LEAVE BY YOUR TUNNELS. GO AND RALLY YOUR AGENTS; GATHER THE INQUISITION TO ARRANGE MY RELEASE AND RESTORATION.
BY YOUR COMMAND, YOUR MAJESTY.
"MY CAPTURE IS CERTAIN, BUT LETO WILL DIE FIRST."
BA-DOOM
"HIS OFFICERS MAY WIN THE DAY, BUT WILL HAVE WON NOTHING BUT THEIR INEVITABLE EXECUTIONS."

"MY BROTHER'S PRECIOUS CHURCH WILL BALK AT KILLING ME WITHOUT TRIAL."
CRASSH
"WITHOUT THE WHELP, NO ONE WILL SUPPORT THEM."
LEEETOOO!!!
"THE HEADS OF THOSE WHO BETRAYED ME WILL BE SET ON PIKES BEFORE THE WEEK IS DONE."

STEP DOWN, BROTHER – SAVE YOURSELF WHILE YOU CAN! YOUR ARMY IS DEFEATED AND THE PEOPLE OF CYDNAR HAVE RENOUNCED YOU AS THEIR KING.
PUT DOWN YOUR SWORD AND NEITHER OF US MUST DIE THIS DAY.
HELL WILL CLAIM ONLY ONE RAELTHORNE TODAY, TRAITOR, AND IT WILL NOT BE THE KING OF CYDNAR! YOU ARE A DISGRACE TO OUR NAME, LETO – YOU HAVE BETRAYED YOUR BLOOD AND BETRAYED YOUR COUNTRY!
KRAK
AND THERE IS BUT ONE PUNISHMENT BEFITTING SUCH TREACHERY – YOUR HEAD WILL SWING FROM THE WALLS OF CASPIA!
MORROW GUIDES MY HAND, VINTER! YOU HAVE CAST YOUR SHADOW OF DARKNESS ACROSS THIS LAND TOO LONG!
YOU HAVEN'T THE SPINE TO RULE! WITHOUT ME, THIS KINGDOM WILL FALL PREY TO EVERY ENEMY AT ITS BORDERS!
BETTER TO BATTLE THE EVIL WITHOUT THAN TO SUFFER THE DEMON WITHIN!

YOU WILL NEVER OVERCOME ME, BROTHER. YOUR YEARS SQUANDERED AMONGST THE PRIESTS OF MORROW HAVE MADE YOU SOFTER THAN YOU WERE AS A YOUTH, AND YOU COULD NEVER BEST ME THEN!
OOMPH!
A WEEK FROM NOW, THE PEOPLE WILL HAVE FORGOTTEN YOU IN ALL BUT NAME, AND ORDER WILL BE RESTORED TO CYGNAR.
LET THIS BE FINISHED!
GIVE MY BEST TO OUR FATHER, LETO!

BE STILL, BROTHER. THE HAND OF FATE HAS WRITTEN THIS DAY AS IT SHOULD BE DONE.
FOUL MORROWAN TRICKERY...
THROW HIM IN SHACKLES. LET HIM DISHONOR THE CREST OF CYGNAR NO LONGER.
VINTER HAS FALLEN AND HIS REIGN OF DARKNESS IS LIFTED! ALL HAIL LETO, KING OF CYGNAR!
HURRAH!
LETO, KING OF CYGNAR!
MY POOR, NAIVE BROTHER. THE HAND OF FATE HAS MANY CHAPTERS LEFT TO WRITE...

The Lion's Coup

by **Rob Stoddard** with **Jason Soles** and **Matt Wilson**
Terrain by **Alfonso Falco** · Art by **Logan Lubera** and **Brian Snoddy**

With Cygnar's throne in the balance, no one could have imagined the death and destruction that was to engulf Caspia, the jewel of western Immoren, as two royal brothers became enemies. Many rose as heroes, while others sank to villainy, but all pushed themselves beyond mortal endurance. Each side was convinced they fought to preserve the law of the land and the integrity of the crown, loaning strength to every combatant. The conflict would ultimately decide the destiny of the kingdom.

The details of the battles leading to the Lion's Coup have been kept in the past, with secrets known only to few. This is an opportunity to see what may have been. Could Cygnar's course have been altered or was Vinter's exile inevitable? It is for you to decide! Will you take the role of the noble Prince Leto Raelthorne and claim the throne for the good of your people? Or will you fight in the name of King Vinter Raelthorne IV, preserving the reign of the lawfully crowned king despite accusations of tyranny?

The Lion's Coup is a series of historical battles intended to be played in order. With the events of the Coup taking place in a single night, the campaign has been constructed with special rules to reflect the short timeline and limited supplies. The following special rules are in effect throughout the campaign; some scenarios have additional special rules and rewards.

Heroic Efforts - If a warrior model with damage boxes was destroyed during the previous scenario he is not entirely lost. A warrior model that was destroyed in the previous scenario regains half of its wounds rounded up. A warrior model that was damaged but not destroyed during the previous scenario regains all of its wounds for the next scenario.

Reinforcements - With fighting taking place throughout Castle Raelthorne, reinforcements are scattered and replacing lost troops is difficult. Players must record the number of models left in each of their units at the end of each battle. Before the start of the game, a player returns d6+1 models to each of his units, starting with lost unit leaders. A unit cannot have more models in

594 AR Models/units included in this article are not tournament legal.

it than its maximum capacity as a result of reinforcements. A unit is still reinforced even if all models in the unit were destroyed during the previous scenario.

(**Example:** Matt's Stormblade unit sustained 3 casualties during the last battle, leaving the unit with 3 models. Before the start of the next battle, Matt rolls a d6+1 for his Stormblade *Reinforcements*. The die roll is a 3+1 for a total of 4, however Matt can only add 3 Stormblades to the unit since the maximum unit size is 6.)

Repairs - Damage to warjacks carries over from battle to battle. Before the start of the game, each player may repair warjacks. A player rolls 3d6 for each of his warjacks, and removes that number of damage points from anywhere on the warjack's damage grid.

Rewards – Players may gain rewards during play. Some rewards are gained after a battle for victory, while others are gained during play. Each scenario will detail the rewards and when they are gained. If a reward adds new models/units to an army, those models are considered part of the players army for the rest of the campaign and are subject to reinforcements and repairs like all other models/units.

Terrain - With the Lion's Coup taking place inside the halls of Castle Raelthorne the following forms of terrain will be used:

Exterior Walls – Exterior wall sections line the table edges and cannot be destroyed.

Interior Walls – Interior wall sections are 6" x 6" ¼" wide, ARM 18 and can take 10 points of damage per inch.

Columns & Statues – Columns and statues are up to 50mm in diameter, ARM 18 and can take 5 damage points before being destroyed.

Reinforced Doors – Reinforced doors are 4" wide, ARM 14 and can take 20 damage points before being destroyed.

With the majority of terrain features used throughout the Coup destructible, see *Damaging and Destroying Structures* on p. 62 of WARMACHINE: Prime.

Specific army lists are included below for each side participating in the Lion's Coup. These army lists will be altered through the course of the campaign. Additions to an army list will be called out under specific scenarios or by earning rewards from previous battles.

Prince Leto Raelthorne beginning Army Composition:

Prince Leto Raelthorne
Commander Adept Nemo
2 x Ironclads
3 x Chargers
Royal Guard Coleman Stryker
Knight of the Prophet
Battle Chaplain of Morrow
Cleric of Morrow
Royal Guard Unit
(Leader + 9 Troops)
Stormblades Unit
(Leader + 5 Troops)
Stormguard Unit
(Leader + 9 Troops)

King Vinter Raelthorne IV beginning Army Composition

Commander Magnus
1 x Ironclad
2 x Chargers
1 x Sentinel
3 x Inquisitor Solos
2 x Royal Guard Unit
(Leader + 9 Troops each)
Sword Knights Unit
(Leader + 9 Troops)

Prince Leto Raelthorne 594 AR Era Units/Models

Knight of the Prophet • Solo

Knight CMD 9

SPD	STR	MAT	RAT	DEF	ARM
6	6	7	4	13	16

Sacred Blade

SPECIAL	POW	P+S
Critical	5	11

Wounds

RULES • Base: Small

Fearless – A Knight of the Prophet never flees.

Katrena's Strength - A Knight of the Prophet may forfeit his movement to gain an additional die to his attack rolls.

Swordmaster – A Knight of the Prophet may make one additional melee attack during his activation.

Warding of the Prophet (★Action): All friendly models within 3" gain +2 DEF.

Sacred Blade: Critical Brutal Damage – On a critical hit, add an additional die to the damage roll.

Battle Chaplain of Morrow • Solo

Battle Chaplain CMD 9

SPD	STR	MAT	RAT	DEF	ARM
6	6	6	4	13	15

Sacred Mace

SPECIAL	POW	P+S
Critical	5	11

Wounds

RULES • Base: Small

Fearless – A Battle Chaplain of Morrow never flees.

Blessings: As a special action, the Battle Chaplain may use one of the following blessings, affecting a target model/unit within 3". All blessings last for one round. A model/unit cannot be affected by the same blessing two turns in a row.

Protection of the Prophet (★Action) – When a model affected by Protection of the Prophet suffers sufficient damage to be destroyed, its controller rolls a d6. On a 4-6, the model remains in play but is reduced to one wound.

Strength of Light (★Action) – Target warrior model gains +3 STR and may make one additional melee attack during its activation this round.

Wrath of the Prophet (★Action) – Enemy models ending their activation within the melee range of target model, suffer a POW 12 damage roll.

Sacred Mace: Critical Stagger – On a critical hit, target model loses its initial attacks this round.

Cleric of Morrow • Solo

Cleric CMD 8

SPD	STR	MAT	RAT	DEF	ARM
6	5	5	4	14	14

Wounds

Heavy Mace

SPECIAL	POW	P+S
-	4	9

RULES • Base: Small

Fearless – A Cleric of Morrow never flees.

Prayers: A Cleric of Morrow may use one of the following prayers as a special action or special attack. To resolve a prayer attack, roll 2d6 and add the Cleric's Prayer score of 6. If the roll equals or exceeds the target's DEF, the attack hits. A model cannot be targeted by the same prayer two turns in a row.

Blinding Radiance (★Attack) – Blinding Radiance is a RNG 8, AOE 3 magic attack. Models in the AOE suffer blindness for one round. Blind models cannot make ranged or magic attacks, suffer –4 MAT and DEF, cannot charge, run, or slam, and must forfeit either movement or action during their next activation.

Smite the Wicked (★Attack) – Smite the Wicked is a RNG 12, POW 10 magic attack.

Solovin's Light (★Action) – Target warrior model within 8" of the Cleric may remove d3 damage points.

King Vinter Raelthorne IV 594 AR Era Units/Models

Inquisitor • Solo

Inquisitor CMD 8

SPD	STR	MAT	RAT	DEF	ARM
6	5	5	5	14	12

Wounds

Pistol

RNG	ROF	AOE	POW
10	1	—	10

Sword

SPECIAL	POW	P+S
-	3	8

Rules • Base: Small

Fearless – An Inquisitor never flees.

Magic Ability: An Inquisitor may cast one of the following spells as a special action or special attack. To resolve a magic attack, roll 2d6 and add the Inquisitor's Magic Ability score of 7. If the roll equals or exceeds the target's DEF, the attack hits.

Fire Bolt (★Attack) – Fire Bolt is a RNG 8, POW 10 magic attack. On a critical hit, target model suffers an additional damage roll.

Inquisition's Hand (★Action) – Target model within 6" gains an additional damage die and Fire on melee attacks. Inquisition's Hand lasts for one round. A model affected by Inquisition's Hand causes Fire on a successful melee attack. Fire is a continuous effect that sets the target ablaze. A model on fire suffers a POW 12 damage roll each turn during its controller's Maintenance Phase until the Fire expires on a d6 roll of 1 or 2. Fire effects are alchemical substances or magical in nature and are not affected by water.

Painwrack (★Attack) – Painwrack is a RNG 10 magic attack. Target model suffers -2 MAT and RAT. Painwrack lasts for one round.

Snap Fire (★Action) – Target warrior model within 6" may perform an additional ranged attack during its activation this turn regardless of ROF.

Suggested Models: Stormsmiths or suitable conversions.

For more details on how we converted ours, visit www.privaterrpress.com/noquarter/webextra

594 AR Era Royal Guard • Unit

Sergeant CMD 8

SPD	STR	MAT	RAT	DEF	ARM
6	5	6	5	14	12

Pistol

RNG	ROF	AOE	POW
10	1	—	10

Guardsman CMD 6

SPD	STR	MAT	RAT	DEF	ARM
6	5	5	4	14	12

Sword

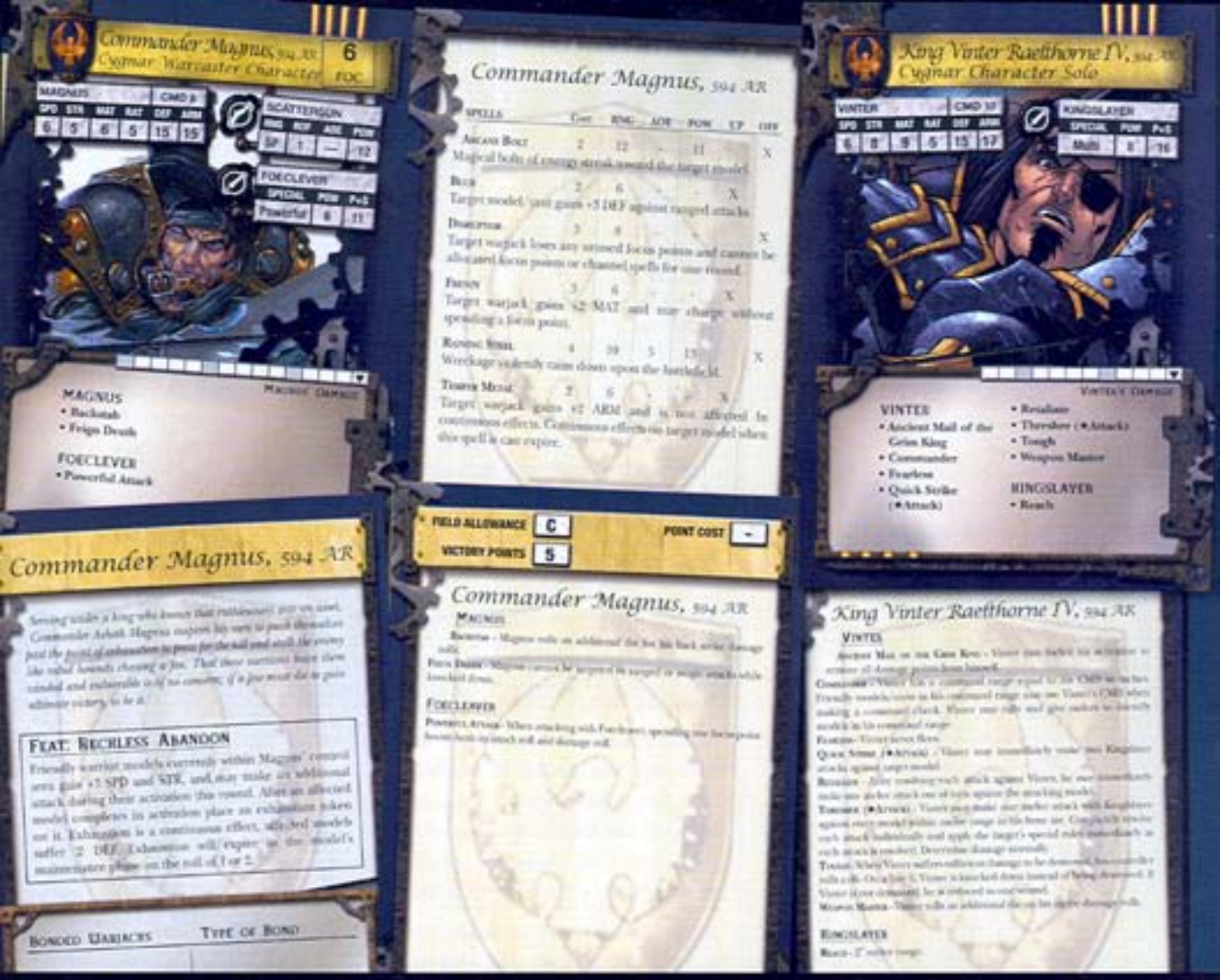
SPECIAL	POW	P+S
-	3	8

Rules • Base: Small

Fearless – A Royal Guard never flees.

Suggested Models: Gun Mages

For downloadable versions of The Lion's Coup, 594 AR and other historical stat cards, visit www.privaterrpress.com/noquarter/webextra



The Lion's Coup • 594 AR – Scenario 1 • *Date: Gorim 24th, Khadoven 594 AR*

As the Coup has taken shape, the urgency inside Castle Raelthorne has grown. Forces from both sides rush to take arms and seize positions throughout the castle as internal strife threatens to strangle the great nation of Cygnar. With the throne at stake, Prince Leto must seize the moment and make his way to the throne room as quickly as possible if he hopes to return peace to Cygnar. The most direct path to Vinter's throne room is through the hallway to the north.

Special Rules

If Prince Leto or Commander Magnus suffer sufficient damage to be destroyed, the game ends but they are not truly lost. If Commander Magnus suffers sufficient damage to be destroyed, he and his forces are forced to retreat and the Leto player wins the game. If Prince Leto suffers sufficient damage to be destroyed, his advance momentarily falters as his loyal subjects tend to his wounds.

Set Up

See map. The hallway is 8" x 10" positioned in the middle of the Vinter player's deployment zone bordering the north table edge. The hallway's reinforced doors are currently blockaded and barred. For Leto to continue on toward a confrontation with King Vinter his forces must break through the reinforced doors. The reinforced doors are 4" wide positioned at the center of the hallway. The doors have ARM 14 and can take 20 damage points before being destroyed. See *Damaging and Destroying Structures* on p. 62 of WARMACHINE: Prime.

Beginning

At the beginning of the game, each player rolls a d6 and the

high roller chooses who goes first. Players deploy their forces up to 10" from the table's edge.

Victory Conditions

To win the game, the Leto player must break through the reinforced doors or force Commander Magnus to retreat.

To win the game, the Vinter player must halt the advance of Prince Leto.

Rewards

The winner of Scenario 1 receives an additional 10 man unit of Sword Knights that may be placed after all deployment, up to 12" beyond the established deployment zone during Scenario 2. Additionally the winner of Scenario 1 has gained valuable time to make repairs to each of their warjacks. Instead of rolling 3d6 for repairs before Scenario 2, the winner of Scenario 1 rolls 4d6 for each warjack and removes that number of damage points from anywhere on the warjack's damage grid.

The Lion's Coup
594 AR – Scenario 2
Date: Gorim 24th, Khadoven 594 AR

As Leto continues his march, Commander Magnus intercepts his forces in the Grand Hall. As a nexus for many corridors and passage ways, the Grand Hall makes for a natural rendezvous point. Pounding echoes throughout the hall and there is no way to ensure whose forces lay on the other side of each door.

Special Rules

There are six reinforced doors that have been barred from inside the Grand Hall, three each on the east and west table edges. On each side the middle door intersects the center of the table, while the other two doors are placed 4" from the middle door, one on each side. Doors may be opened or destroyed in the hopes of finding additional forces. While within 1" of a door a model may forfeit its activation to open the door. See Terrain in the Lion's Coup Special Rules for more details on reinforced doors.

The player controlling the model that opens or destroys a door immediately rolls a d6 and compares the result to the reinforcement chart on pg. 71

If Prince Leto or Commander Magnus suffer sufficient damage to be destroyed, the game ends but they are not truly lost. If Commander Magnus suffers sufficient damage to be destroyed, he and his forces are forced to retreat and the Leto player wins the game. If Prince Leto suffers sufficient damage to be destroyed, his advance momentarily falters as his loyal subjects tend to his wounds.

Rendezvous points have been lost, battle plans shattered. Many units have been cut off, within the labyrinthine halls of the castle. However, the battle for Cygnar is long but over and none have given up the fight. Some manage to regroup with their lord's loyal forces, while others pass on to Urcaen in the name of their beliefs.

Set Up

See map. This scenario utilizes interior wall sections, columns, statues, and reinforced doors. See Terrain in the Lion's Coup Special Rules for more details.

Beginning

At the beginning of the game, each player rolls a d6 and the high roller chooses who goes first. Players deploy their forces up to 10" from the table's edge

Victory Conditions

To win the game, the Leto player must force Commander Magnus to retreat.

To win the game, the Vinter player must halt the advance of Prince Leto.

Rewards

Units gained by both players throughout Scenario 2 from the reinforcement chart, are permanently added to their respective armies.

The winner of Scenario 2 returns all warrior models to their units before the start of Scenario 3.

The Lion's Coup
594 AR – Scenario 3
Date: Gorim 24th, Khadoven 594 AR

Every battle has been leading to this moment: it is time for the final confrontation between Prince Leto and King Vinter. Primarch Arius has accompanied Prince Leto as a sign of Morrowan solidarity in the battle to come.

Special Rules

The Leto player places Primarch Arius in his deployment zone when he deploys his army. Arius is a small based model. We suggest using Father Dumas of the Witchfire Trilogy to represent Arius. Arius does not activate, instead he moves d6" directly toward King Vinter

Scenario 2 Reinforcement Chart

Rolled/Result

6 - You immediately gain a new non-character solo. You may choose any non-character solo that was in your beginning army composition. Place the solo within 3" of the door. This solo is now part of your army and may activate this turn.

5 - You immediately gain a new unit consisting of a Leader and the maximum number of troops. You may choose any unit that was in your beginning army composition. Place the unit in formation and within 3" of the door. This unit is now part of your army and may activate this turn.

4 - You immediately gain a new unit of Sword Knights, consisting of a Leader and 9 troops. Place the unit in formation and within 3" of the door. This unit is now part of your army and may activate this turn.

3 - You immediately gain a new unit of Royal Guard, consisting of a Leader and 9 troops. Place the unit in formation and within 3" of the door. This unit is now part of your army and may activate this turn.

2 - You may immediately return d3 models to the closest friendly unit. A unit cannot have more models in it than its maximum capacity as a result of this roll.

1 - Your opponent immediately gains a new unit consisting of a Leader and the maximum number of troops. Your opponent may choose any unit that was in his beginning army composition. Your opponent must place the unit in formation and within 3" of the door. This unit is now part of your opponent's army and activates normally.

during each player's Maintenance Phase. While within 3" of Arius, models in Vinter's army suffer -4 MAT, RAT, DEF, & ARM. Arius cannot be targeted by attacks, damaged, affected by any effects, or take any actions. Once per game, when Primarch Arius is within 3" of both King Vinter and Prince Leto during the Leto player's turn, the Leto player may immediately use **Word of the Prophet**.

Word of the Prophet – Enemy models currently within 6" of Primarch Arius have all of their stats reduced by half, round up. Friendly models currently within 6" of Arius gain +2 to damage rolls and may perform an additional melee attack during their activation this turn. Word of the Prophet lasts for one round and may only be used once per game.

Battling through hundreds of Vinter loyalists has taken a toll on Leto's forces. Without his courage and inspirational force leading the charge, his men have become exhausted and weary. During any turn Leto is not in melee with Vinter, all warrior models in Leto's army suffer -2 to their attack and damage rolls.

The Vinter player adds King Vinter Raelthorne IV to his army composition.

King Vinter begins the game on the throne platform. While Vinter is on the throne platform, all warrior models in Vinter's army gain +2 to their attack and damage rolls.

Set Up

See map. The throne platform is 4" x 4" and 1/2" high square that is placed in the middle of Vinter's deployment zone, 10" from the table edge. This scenario also utilizes interior wall sections, columns, and statues. See Terrain in the Lion's Coup Special Rules for more details.

Beginning

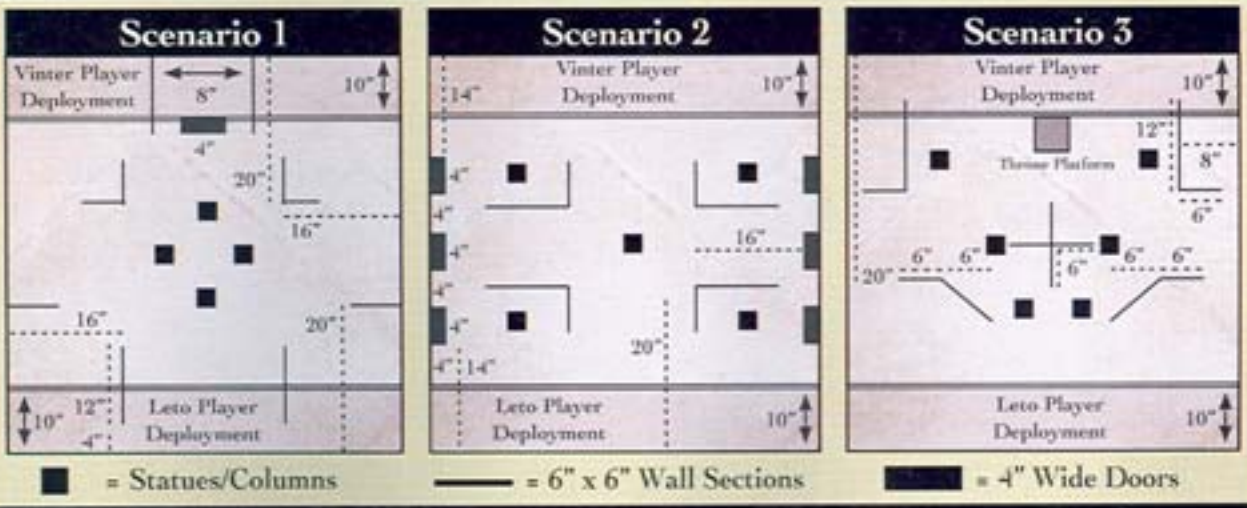
At the beginning of the game, each player rolls a d6 and the high roller chooses who goes first. Players deploy their forces up to 10" from the table's edge

Victory Conditions

To win the game, the Leto player must destroy King Vinter and claim the throne to usher in a new era of peace.

To win the game, the Vinter player must destroy Prince Leto, quelling the coup and executing all who have betrayed him.

All hail the King of Cygnar! Long live the King!



ANOTHER MAN'S TREASURE

by **Jason Dawson**

"Junk!? This is a gold mine of scrap. Look here. Perfectly good boiler straps and only half cracked packing rings. You Union steamos are spoiled. A little sea-salt and rust never hurt nobody."

—**Bernali Torco, Independent Bodger of Five Fingers (Thurian Bgr 8/Ftr2)**

SCRAPYARDS IN THE IK

CHARACTERISTICS OF SCRAPYARDS

All over western Immoren, the industrial leavings of the Iron Kingdoms collect in rusting scrapyards. Whether small junk piles by the side of a road, ancient ruined colossals, or miles-wide swaths of smoking battlefield strewn with obliterated warjacks, an enterprising bodger or junker can find many a useful treasure hidden within. Why pay for a new weapon for your warjack when you can simply find one on the battlefield?

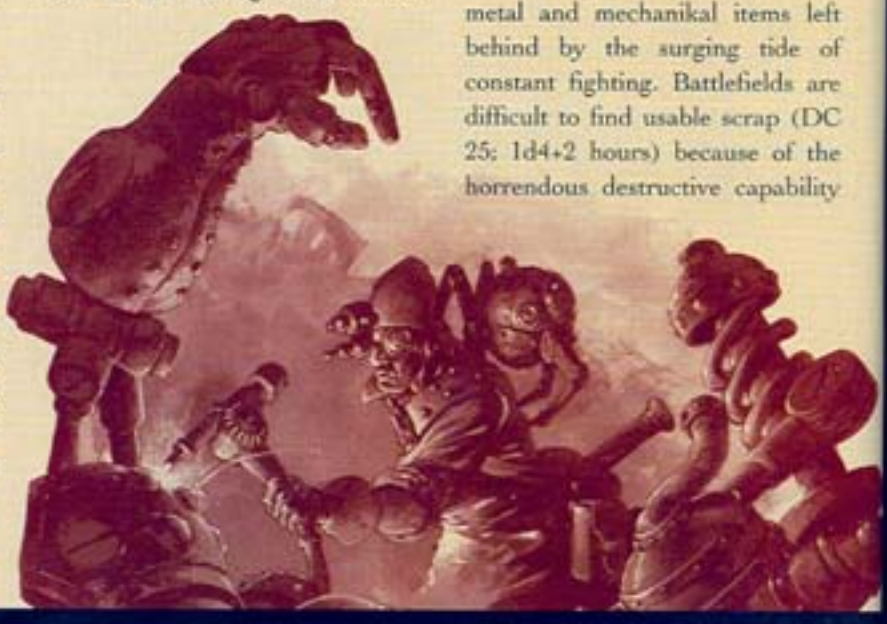
Bodgers hunt scrapyards in cities seeking out spare parts that allow them to make temporary repairs or 'bodges' to machines and items, or to create tools and weapons on the fly. Junkers are individuals that pick through battlefield and ruins in hopes of finding useful scrap to sell. The scrounge class ability of bodgers requires a junk heap or scrapyard. The following rules give additional rules for getting the most out of this ability.

TYPES OF SCRAPYARDS

Scrapyards are any collection of mechanical parts largely broken and left to the elements. The vast majority of scrapyards can be divided into four broad categories: **ancient**, **battlefield**, **industrial**, and **military**. Each has their own DC and time required for scrounge Search checks, and many have dangers a GM can utilized for encounters in them.

Ancient scrapyards are the rusting remains found throughout the wilderness of western Immoren, such as the battlegrounds where the colossals of the Iron Alliance fell to the sorceries of the Orgoth, or the warjacks felled in the First Thornwood War (see No Quarter Issue 4). Finding useful parts in picked-over ruins is hard (DC 35) and long (1d4+4 hours) and rarely results in anything useful (Durability checks suffer a -10 penalty) but may be a bodger's only source for repairs when trekking far from a city.

Battlefields are plentiful as the fires of war scorch Immoren. In 606 AR scavengers flock to the front in hopes of salvaging twisted metal and mechanikal items left behind by the surging tide of constant fighting. Battlefields are difficult to find usable scrap (DC 25; 1d4+2 hours) because of the horrendous destructive capability



of war (Durability checks suffer a -5 penalty). Dangers such as fires, random explosions, and competitive junkers makes this work far from easy. Yet the supply of military-grade equipment attracts many scavengers in spite of the dangers.

Industrial scrapyards are the most common. Each industrialized city has at least one and might have many, each serving different industries such as jack factories, shipyards and train yards. They have the most variety of items and the most plentiful mundane parts. However, they tend to be the most likely to be controlled by illicit forces, such as organized crime, and hold many dangers (caustic pools[1d6 damage per round in contact] spewing noxious gases [poison: inhaled DC 14, initial damage 1 Con. secondary damage 1d2 Con] among the precarious piles of debris).

Military scrapyards are usually the most fruitful to salvage and the most difficult to access. Part of or nearby a military fortress or armory, these scrapyards are patrolled by the military and entry requires subterfuge or bribery. They consist of neat, orderly piles of scrap separated into similar types of materials. This makes searching easier than industrial yards (DC 12, 1d2+1 hours.) Military yards are also the most likely to have undamaged parts, as military mechanics are loathe to throw away raw materials during times of war (Durability checks +5.)

Table 1: Durability

Roll (1d20)	Condition	Repair Cost Reduction	Bodged Tools
1-5	Severe Damage	10%	Last half as long
6-15	Moderate Damage	25%	Normal
16-20	Light Damage	35%	Last 1.5 times longer
21+	Nearly Perfect	45%	Last twice as long

Table 2: Item Type

(1d20)	Scrapyard Type:			
Category	Ancient	Industrial	Military	Battlefield
Simple	1-10	1-7	1-5	1-8
Complex	11-15	8-16	7-10	9-12
Plating	16-18	17-18	11-15	13-15
Mechanika	19	19	16-18	16-17
Weapon	20	20	19-20	18-20

Table 3: Simple Items

Roll (%)	Item
01-03	Arm
04-06	Bearing
07-10	Belt
11-13	Boiler Straps
14-16	Bolt
17-19	Cable
20-22	Coil
23-25	Connector
26-28	Coupling
29-31	Crank
32-34	Gasket
35-37	Gauge
38-40	Gear
41-43	Insulation
44-46	Nut
47-49	Pin
50-52	Pipe
53-55	Plate
56-58	Pulley
59-61	Reservoir
62-64	Rod
65-67	Screw
68-70	Seal
71-73	Stack
74-76	Tube
77-80	Washer
81-85	Roll Twice
86-90	Roll Three Times
91-95	Bodger's Choice
96-00	GM Choice

Table 4: Complex Items

Roll (%)	Item
01-03	Assembly
04-06	Backing plate
07-10	Boiler
11-13	Cistern
14-16	Compressor
17-19	Condenser
20-22	Crankshaft
23-25	Crosshead
26-28	Cylinder
29-31	Eduction pipe
32-34	Firebox
35-37	Fitting
38-40	Flywheel
41-43	Fuel tray
44-46	Governor
47-49	Heater
50-52	Hub
53-55	Igniter
56-58	Injector
59-61	Inlet port
62-64	Lubricator
65-67	Magneto
68-70	Packing rings
71-73	Pillar
74-76	Piston
77-80	Piston spring
81-82	Port
83-84	Push rod
85-86	Regulator
87-88	Relay
89-90	Ring
91-92	Samoflange
92-93	Slide valve
94-95	Steam line
96-97	Valve
98-99	Bodger's Choice
00	GM Choice

Table 5: Plating

Roll (%)	Type
01-40	Industrial
41-50	Light Armor
51-60	Medium Armor
61-75	Heavy Armor
76-85	Steam Armor
86-90	Decorative
91-95	Roll Twice
96-98	Bodger's Choice
99-00	GM's Choice

Table 6: Mechanika Components and Items

Roll (%)	Type
01-15	Accumulator Socket (any)
16-17	Alchemical Gauntlets
18-20	Alchemical Goggles
21-25	Arcane Condenser
26-27	Arcane Focus Chamber
28-29	Arcane Turbine
30-35	Arcanodynamic Accumulators (any)
36-40	Arcantrik Convergence Engine Housing
41-43	Archonograph
44-50	Cabalic Crucible
51-52	Chronometric Trigger
53-57	Conduction Coil
58-63	Conduits
64-66	Elemental Emitter
67-68	Elemental Chamber
69-71	Induction Belt
72-75	Mechanikal Trigger
74-75	Power Field Generator
76-79	Reflective Arcane Matrix
80-90	Rune Plate
91-95	Roll Twice
96-97	Bodger's Choice
98-00	GM's Choice

Table 7: Weapon*

Roll (%)	Type
01-03	Handle
04-06	Barrel
07-10	Breech bolt
11-13	Buffer
14-16	Bushing
17-19	Compression spring
20-22	Disconnector
23-25	Ejector
26-28	Extractor
29-31	Hammer pin
32-34	Heat shield
35-37	Housing pin
38-40	Link pin
41-43	Mainspring
44-46	Muzzlebrake
47-49	Plunger tube
50-52	Recoil housing
53-55	Slide
56-58	Strut pin
59-61	Simple Melee Weapon
62-64	Simple Ranged Weapon
65-67	Martial Melee Weapon
68-70	Martial Ranged Weapon
71-73	Small arms, Pistol (small or military)
74-76	Small arms, Rifle (military)
77-80	Cannon
81-85	Ammunition
86-90	Roll Twice
91-95	Bodger's Choice
96-00	GM's Choice

* Any intact weapon should be considered Shoddy and Flawed.

MODELING AND PAINTING

By **Mike McVey**, Miniatures Director, Privateer Press
Miniatures painted by **Alison McVey**, **Mike McVey** and **Ron Kruzie**

ADDING CHARACTER TO YOUR CHARACTERS

Painting an army for Hordes or Warmachine is a considerable feat – legions of troops sit unpainted on your desk for weeks, mocking your slow progress. Beasts and Warjacks languish in their boxes, unassembled. With the time it takes just to get paint on your entire force, the last thing you want to be doing is spending extra time on the characters – right? Well I'm here to tell you that it's worth all the extra time you can spare to bring out the best in your army leaders – after all there are companies of Trenchers waiting to be sent to the latest battlefront, but there is only one Colman Stryker to command them!

Characters are the glue that binds your army together, you can get away with a multitude of sins when you are painting the rank and file – but a little more time on the characters will make all the difference to the way your whole force looks. They are also a great starting point when you are working out an alternate color scheme, once you have the colors nailed for your army leader, it's easy to translate that to the rest of the miniatures.

In this article we are going to have a look at characters – and what you can do to take them to that next level. We are going to focus on the four new solo characters from Superiority, Captain Maxwell Finn, High Paladin Vilmon, Bane Lord Tartarus and Kovnik Jozef Grigorovich – each of these is a stunning individual piece that you could easily use as inspiration for an entire force. We're also going to look at some other characters that have been painted in different color from the studio versions – these are great examples of how you can really personalize your army.

IT'S ABOUT TIME

When it comes down to it, the more time you can spare to work on your characters, the better they are going to look. It might well be a case of painting them to

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Captain Maxwell is a really great example of how weathering and battle damage can be used to lend character to a miniature. It's not just the chips and scratches on the paintwork and armor plates that adds to this, just look at the how the face has been painted. The addition of a shaving shadow tells a story in itself – here is a man that is more concerned with the battle that rages around him, then his own personal hygiene!

quite a basic level to start with, so that you can get them on the field of battle – and then going back to them and adding a little more character and life. My philosophy has always been that some paint is better than none – no one wants to line up against unpainted armies, you just don't have the time – but that's not to say that once your miniatures have been fielded once unpainted, you should settle for that. Once the dust has settled on a battle, start slapping on the paint before the next game and keep doing that until you are happy with them. With characters, they can very much be an ongoing project – first you can get the base colors on there, then the highlighting and shading, then maybe some personalization – freehand decoration and battle honors. Then there is no reason why you can't go back and add weathering and battle damage, after all, they have probably seen a few encounters by then!

The High Paladin Vilmon sculpt is just beautiful, covered in sharply rendered detail and flowing with dynamism. The approach for painting this one was very different from Captain Maxwell – where he is all about the grime of battle, the painting of Vilomon is all about representing his faction is the purest way. The particular attention has been paid to the way the colors are rendered, and how the colors are placed to make the miniature really shine. Notice how the inside of the cloak has been painted in a deep shade of rd to contrast with the white armor and give the body a strong profile. The paint scheme is not really that over-the-top, the only freehand that has been added is the band of decoration on the back of the cloak, but that is enough to add another layer of detail and let the sculpting of the miniature speak for itself.

Kovnik Josef Grigorovich's color scheme has been designed to make him stand out from the troops that he leads. The standard Winterguard color scheme is grey with touches of red – so his primarily bright red colors are a striking contrast. The sculpt is also absolutely covered with battle honors and medals, so it's just a case of picking those out, rather than having to invent things that have to be painted on.

What I mean here, is that you shouldn't shy away from trying something because you think you won't have the time – break the project down into manageable chunks and work your way through them one at a time. Armies should be seen on-going projects – they're never really finished, you will always want to add new miniatures when facing a particular foe, or just to keep up with the new releases. Characters are the elements that pull the whole force together – as the army itself grows and changes – so should they.

STANDING TALL

So characters are just single miniatures, how are you going to make them stand out from the rank and file? Well there is one really easy way to accomplish

Bane Lord Tartarus is one of the most impressive miniatures in the whole cryx faction, towering over Bane Knights and Thralls alike. With some miniatures there is either no room to paint on supplemental details, or it's just not that appropriate, in this case both of these are true. Tartarus is already covered with sculpted detail, and to add extra painted details can often make the end result quite confused looking. So the best thing to do in this case was to bring out the detail that was already on the miniature to the best effect.

just end up loosing so much of the "realism" of the game. If you are never going to paint your miniatures, you are effectively just playing with tokens. Of course when the gauntlet has been thrown down you sometimes

Even though Alexia is a character from the IK RPG, all the same methods and techniques can be applied to Warmachine and Hordes characters. The part that really stands out on this piece is the base – it really lends character and atmosphere to the miniature. Particular attention has also been paid to the face and skin and it really becomes the focus of the miniature. The pale tones really stand out from the dark clothing.

With Darius, the way the scenic base and the battle damage have been added really gives a strong battlefield location to this miniature. The runes also add some extra decoration.

that and lend some added atmosphere to them – give them scenic bases. If you look back over the previous Modeling and Miniatures columns, you will see that many of the miniatures we have been focusing on are mounted on custom made bases. The first thing that this does is to give them a physical lift over the rest of the army – making them taller gives them an immediate air of command, they literally stand head and shoulders above the troops. It's also a great opportunity to add some atmosphere and character to them – if you mount Sorscha on ice covered battle-field terrain, it immediately adds to her realism and story. You can really do as little or as much as you want here – from fully sculpted masterpieces to a couple of bits of rubble and debris, it all adds something unique that no other player fielding that miniature will have.

Alternate color schemes are a great way of making a character miniature unique – with Sorscha, the colors are similar enough to the standard Khador scheme to make it instantly recognizable. This would make a great starting point for an alternate army scheme – it has a strong snow-camo feel.

Marked for greatness

I might be repeating myself here – but painting characters is all about creating something unique. There are thousands of Butcher's of Khador out there, but how many have them bear the battle insignia that commemorates a particularly satisfying crushing victory over Grand Exemplar Kreoss? It might be as simple as a black cross on one of his armor plates – but to you, it has a great deal more meaning and realism. Like I said, this can be as simple or complex as you want

Even though the colors on this are close to the standard Everblight scheme, the addition of freehand decoration on the inside of the cloak really sets it apart from the normal troops. The arrows on the scenic base also give her a sense of action.

to make it, it also doesn't have to be linked to a particular battle – the point is, you are trying to make that particular character an individual.

Adding freehand decoration is one of the main things that miniature painters fear – and some will never even try it. In reality, it's an easy way add a touch of extra life to your figures. You don't need to replicate the decoration that you see on the Privateer Press studio miniatures, don't forget – the people that paint those are doing it for a living and have dangerously obsessive tendencies... Those miniatures are meant to inspire you - not frighten you away. For example, if you want to add kill marking to the weapon of a particularly deadly 'jack – you don't need to paint on fully rendered skulls, simple hash marks can be just as effective and in some cases more appropriate. Maybe all those kills were made while out on a particular campaign – adding simple hash marks are a realistic way to represent this.

Battle scars

The temptation when you are painting you character pieces is to make them pristine and shining examples of their factions, and in many cases this can give them a great visual lift over the rest of the army. But in sometimes, it's far more appropriate to who they are, to cover them in the dirt and grime of battle. Take Captain Maxwell as an example – you can just tell from the miniature that he's all about grit and determination. He's a seasoned veteran who feels most at home wading through six inches of mud in the trenches along side his men. He just wouldn't look right with freshly painted armor and gleaming equipment. In cases like this, the miniature is just crying out for a bit of weathering and battle damage

The starting point for this radically different color scheme was actually the conversion. Placing the horns on top of the head makes them look a little like antelope horns, and that lead to a very African and tribal looking color palette. The base followed from that – it would be no use giving the miniature a hot climate feel and then placing it on a snow base! The one link to the original Everblight look, is the decoration – this is basically the same as the pattern on the artwork, but just applied in different colors.

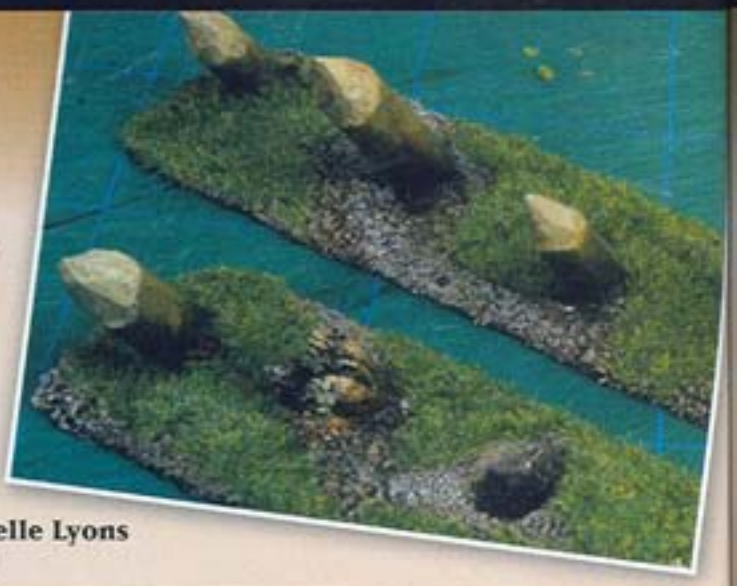
You don't need to go to town with this – it's a case of a little goes a long way. There was an excellent article about adding weathering and battle damage by Ron Kruzie in No Quarter #3. Even though that article used a steamjack as an example, the techniques can just as easily be applied to any miniature to great effect.

Conversions

The ultimate way of making your character miniatures unique is to convert them – to personalize the actual miniature itself. For many people, that is an even more daunting prospect than adding freehand decoration, and indeed, it can take some practice and extra tools. It's really worth persevering with conversions though – it's a guaranteed way to give some extra focus to your miniature. Advanced modeling an converting is a large subject in itself and is way beyond the scope of this article – www.brushthralls.com is a really great resource for this though – there are plenty of step by step tutorials and examples on there that will show you what tools you will need and how to use them.

The converted Thagrosh in this article is a good example of how minor conversions can be used to not only personalize a miniature, but also go some way to change the character of it. In this case it also provided the inspiration for the alternate color scheme. Once you have started working on a miniature, one idea leads to the next and before you know it you have an alternate color scheme idea for a whole army.

It's a Trap!



by **Alfonso "the Traitor" Falco** with **Michelle Lyons**
Trap Rules By **Jason Soles & Rob Stoddard**

As the intensity of conflict grows throughout the Iron Kingdoms, even the battlefields have become active participants of war. Struggling for any inch of advantage, the warring nations have devised various traps for their enemies. Today we introduce you to a hand-full of these battlefield monsters. If you can find the mettle perhaps you will implement them as well.

Trap Rules

To utilize these optional rules for traps, all players participating in the battle should agree before terrain is placed. A player may place a trap instead of placing a normal terrain feature. Traps cannot be placed in an opponent's deployment zone or within 3" of another trap, but may be place within 3" of a terrain feature.

(See the terrain section WARMACHINE: Prime or HORDES: Primal). The effects of traps are described below. some traps are supplied with ARM and damage point values. These traps are treated as structures, see Damaging and Destroying Structures on page 62 of WARMACHINE: Prime and on page 66 of HORDES: Primal.

Trip Line: A model may advance through trip line without effect provided it has enough movement to move completely past the line. A warjack or warbeast that contacts a trip line while running or charging is moved to the otherside of the trip line and is knocked down in base contact with the trip line. Other models may move through a trip line without effect. Any model that is pushed into contact with a Trip Line is moved to the otherside of the trip line and is knocked down in base contact with the trip line. A model that is slammed into contact with a trip line is moved to the otherside of the line and is immediately knocked down on the otherside of the line in base contact with the trip line and suffers an additional damage die for being slammed into a solid terrain feature. A Trip Line has ARM 14 and can suffer 15 damage points before being destroyed.

Sharpened Spikes: Depending on their height, Sharpened Spikes are either obstacles or obstructions. A model that is pushed into base contact with Sharpened Spikes suffers a boostable damage roll equal to the current STR of the

attacker. A model slammed into Sharpened Spikes suffers two additional dice of damage, one for being slammed into a solid terrain feature and another for the spikes . A model thrown into Sharpened Spikes suffers two additional dice of damage, one for being slammed into a solid terrain feature and another for the spikes. Sharpened Spikes have ARM 14 and can suffer 20 damage points before being destroyed.

Iron "I" Beams: Depending on its height, iron eye beams are either obstacles or obstructions. Iron I-Beam traps have ARM 20 and can suffer 10 damage points per inch.

Dragon's Teeth: Depending on their height, dragon's teeth are either obstacles or obstructions. Dragon's Teeth have ARM equal to the material they are made from and can suffer 20 damage points before being destroyed. For the ARM values of common materials in the Iron Kingdoms, see page 62 of WARMACHINE: Prime and page 65 of HORDES: Primal.

Pit Traps: Models cannot voluntarily enter a Pit Trap. If a model is pushed, slammed, or thrown into a Pit Trap cannot be recovered during battle and are removed from play.

BUILDING TRAPS

The life of an erstwhile reporter isn't an easy one. Skulking in alleyways, being set upon by bodyguards, making visits to taverns under cover of dark... er, well, maybe not that last one. Regardless, though, there's always danger and skullduggery afoot. For example, my last meeting with Alfonso "the Traitor" Falco was fraught with uncertainty as he snuck into town just long enough to leave me with the instructions for the latest in battlefield surprises: traps.

These little surprises aren't actually intended to trap or stop a warjack. The main job of traps is to impede your opponent's movements and force them down the path you want them to take. Useful, no?

It's an age-old saying that the one who controls the battlefield controls the battle. Ready to take control of the battlefield? Then full steam ahead, warcaster.

Given the purpose of the trap, how you put yours together is really up to you. Just follow the simple rules of rock, wood, and steel. Alfonso has shown us how to make several types of traps using various materials, but don't feel limited to our examples.

First, we start with a 2" x 6" mat board. For this example, Alfonso used 1/8" press board for the foundation. The press board is so thin that he just made score marks on both sides and broke off the extraneous pieces, but your methods may vary depending on the material you use. Using coarse sandpaper (80 grit), he then rounded and beveled the edges. Now that we've got our foundation laid, the fun really starts. All the traps use this foundation, so remember this part. Don't worry, this is easy.

TRIP LINE

First, we'll start with the trip line trap. Alfonso says he got this idea from an old co-worker named John Cadice—obviously an ingenious veteran of the battlefield, if this is any indication. All you need is some chain, a 1/2" wooden dowel, and a plastic pipe with the inner dimensions of the tube measuring 1/2" as well. Basically, just make sure the dowel fits snugly into the pipe. The chain Alfonso uses

MATERIALS

- 1/8" press board (or suitable substitute)
- 1/2" diameter wooden dowel
- Plastic pipe with 1/2" internal diameter
- Steel chain for model ships
- Carpenter's wood glue
- Superglue

is used by model ship builders for anchor chains. You should be able to find this at any good hobby store or railroad store.

First, take your wooden dowel and cut it into roughly 1" sections with your hobby saw. Don't be too much of a stickler about the size; you'll want to have a few larger than 1" to avoid it looking too even. You'll want 3 dowel sections for each trip line.

Second, cut the plastic pipe into 1/4" rings. To make these cuts, Alfonso uses his miter box. If you don't have one of these wondrous contraptions, you probably should. They aren't expensive and you can find them everywhere. They're very useful for making 45° angle cuts. Alfonso swears by his, which means you might want to consider adding it to your tool collection as well.

Should you remain miter-box-less, however, it's not the end of the world. Just take a 1/4" strip of paper and wrap it around the pipe, then mark the pipe with your pencil. Take your hobby saw and make your cut all along the line by slowly scoring the line while turning the pipe. Continue this until you have cut through your ring.

Now that you have your rings, you've probably noticed that they look a bit rough. Don't worry, you can de-burr them with your hobby knife like so.

Place your rings over the wooden dowel pieces. Leave roughly 1/16" to 2/16" of the dowel on top of the ring. Use superglue to keep the ring in place.

For this next step, you'll need your pin vice and drill bits. Find a drill bit that is the same width as one of the links of chain. Drill 2 holes in the plastic ring, roughly the length between the top and bottom of one of the links.

Take your posts (for that's what you've made) and glue them to the foundation with a couple of drops of carpenters wood glue and superglue, then hit it with some accelerator. Glue the posts roughly 45 mm from each other. At this point, you can probably start to see a trap coming together.

Alfonso wishes to note that word has reached his ears that some intrepid souls wonder why he uses both glues. The quick answer is that they serve different purposes. The wood glue is for overall strength, while the superglue gives an instant hold (and thus instant gratification). It allows him to work on his projects while the wood glue dries—a most valuable step.

Now let's attach the chain (Yeah!). Remember how we said this was easy? Has Alfonso failed us yet? Of course not. As proof, cut the chain to roughly the length you'll need.

Take one of the links and cut the end off. See, no problem!

Now glue that end to the holes you drilled in the post earlier. Technically, this should be easy. It actually is easy so long as you make sure the link ends are the same distance away from each other as the holes in the post. If not, adjust accordingly.

The links Alfonso used in the example here were steel, so he used 2 pairs of pliers to widen the links and one to shorten the links as needed. He placed a drop of super glue on the holes and attached the chain. If needed, use accelerator here to speed the process.

Now, as you can see, we have a pristine, untouched, trip line trap. That's very nice, but highly unrealistic in the course of battle. For this reason, for every trap you make, you should also make a damaged version of the trap. If a model destroys a trap, don't just remove your good trap and leave nothing behind. In Alfonso's words, "Lame!" Instead, use something like this destroyed trip line trap. Alfonso made this using the same steps we laid out earlier with the addition of some battle damage.

For this example, Alfonso took one of the posts and chewed it up using wire cutters. While it might seem more realistic to simply break the dowel in two and cut it to measure, in his experience, the broken end just disintegrated into small unusable pieces. Sometimes the appearance of damage is better than actual damage, given the materials being used.

Sharpened Spikes

The next one on our list is the sharpened spikes trap. When queried about this trap, Alfonso replied, "Trust me, this is simple and easy. No, I mean it this time.... Hey! Give me my rum back!" ...Upon further consideration, the last quote may not apply to this project precisely, but the point still stands.

Materials

- 1/8" press board (or suitable substitute)
- 1/2" diameter wooden dowel
- Carpenter's wood glue
- Super glue

While this is technically a sharpened spike trap, it's actually more like sharpened tree trunks. As before, start with a 2" x 6" foundation. Round and bevel the corners and sides.

Using a utility knife or a pocket knife, take a 1/2" wooden dowel and whittle one end down to a point. Should you have that miter box we previously discussed, you can use that to make 45° angle cuts, giving you pieces 1 1/2" to 2" long. You will need 4 spikes for your trap.

Next, glue the spikes to the foundation using carpenters wood glue and superglue.

Glue the spikes roughly 35 mm from each other. Make sure a small base will fit between them. Once they're dry, paint and landscape the trap to match your battlefield. Don't forget to make some battle-damaged spikes just as with the previous trip line trap. All the Hordes players out there can make this as well.

Iron "I" Beam

Alfonso had far less side commentary on the traps to follow, undoubtedly because he managed to get his rum back. He does insist, however, that they are simple and easy as well.

Materials

- 1/8" press board (or suitable substitute)
- "I-beam" materials (plastic or wooden rods will work check your local hobby stores)
- Plastic solvent cement (P.S.C.—for use with plastic only)
- Super glue

As before, create your foundation, rounding and beveling the edges. Cut the I-beam into pieces, specifically eight (8) 2" sections and one (1) 6" section.

Take the 2" sections, find the center of each, and make cross sections. You will end up with 4 of them

For plastic, Alfonso used plastic solvent cement (or P.S.C.). Just place a drop on each side and attach the pieces together. The P.S.C. will weld the two pieces together. He also adds a drop of super glue just to speed things up.

Once that is done, start 1/2" in from the end of the 6" beam. Glue a cross section to the beam. Do the same on the other end. For the center, use your best judgment and glue the remaining two roughly equidistant from each other. Paint and landscape around your makeshift I-beam barrier to match your battlefield.

Dragon's Teeth

This is artificially rough terrain that is designed to block a 'jack's path. It can be made out of anything: wood posts, cut stone, rocks, or even iron beams (as you'll see here).

Materials

- 1/8" press board (or suitable substitute)
- "I-beam" materials (plastic or wooden rods will work—check your local hobby stores)
- Carpenters wood glue
- Super glue

First, create the foundation as with the other traps. Once that's done take your I-beam material and cut 1" to 1 1/2" length sections. The number of sections used can vary depending on placement. For this project, Alfonso used old plastic hangers, proving that creative scrounging for materials can be the hobbyist's best friend.

Alfonso urges you to remember: you don't always have to go out and buy your materials.

Once you have the pieces cut as you want, glue them down with carpenters glue and super glue. Make sure a small base will fit through the beams. Don't worry about infantry getting through—that's for another article. Once the glue is dry, paint and landscape to match your battlefield.

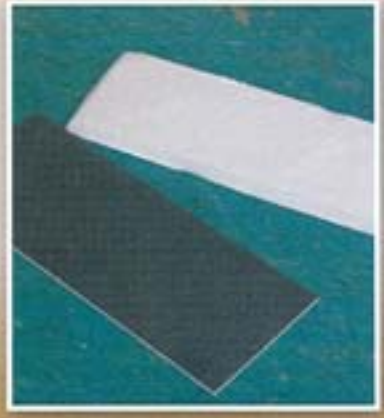
For those HORDES players out there, this trap is perfect for the Circle. Just draw on some runes, paint your rocks, and voila!

Pit Traps

We're going to cover landscaping and painting in a bit more detail, but before then, the last trap we'll cover is the pit trap. In many ways, this is the simplest and easiest of all the traps.

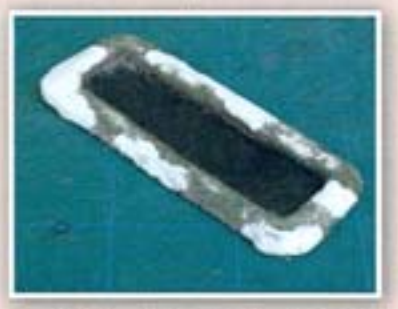
Materials

- 1/8" press board (or suitable substitute)
- Foam core
- Super glue



Prepare your foundation before you being. This time, Alfonso used mat board rather than pressboard for the base.

Once the foundation is done, cut your piece of foam core to the size and shape of the foundation. Choose the location of the pit and lightly draw its outline with a pencil, then take you hobby knife and cut out the pit from the foam.



Glue the foam to the foundation, then paint and landscape.

Landscaping Your Traps

Alfonso had a lot to say about landscaping, and most of it was surprisingly clear given the amount of rum he'd ingested. I have presented his steps here as closely as I was able to replicate them.

When landscaping traps, he starts off with sand combined with medium and coarse ballast. Alfonso suggests that if you don't have ballast at hand, use kitty litter. He glues his sand mixture down using a watered-down carpenter's glue, in a ratio of 1 part water to 3 parts glue. Once the glue has been applied, allow it to dry.

It seems that even Alfonso occasionally has problems with pieces of kitty litter or ballast chipping off the terrain after he paints it, leaving unpainted patches visible over time. To avoid this, Alfonso has hit on a trick. He uses a glue wash to paint over the sand, ballast and rubble. The recipe for the wash is 2 parts water, 3 parts glue (carpenters or white glue, either one) and 2 drops of liquid dish soap. The soap breaks down the viscosity of the glue to make it more manageable for use. After it dries, it leaves a thin shell over your terrain. Allow this to dry.

After the glue wash has dried, pick out your base color. Alfonso is using a dark brown in this example. Apply the paint with a brush and allow it to dry as well.

At this point, Alfonso likes to start painting. Today his notes include painting with a natural sponge, which is a favored technique of his. It allows you to paint rocks, mountains, or even buildings realistically but with a minimum of work.

Start with your base color (in this case, dark brown) and lighten that color between applications. For the dark brown, Alfonso first added yellow oxide—just a few drops to brighten the brown. Add some water to bring the paint down to the right consistency—it should be a little thin but not a wash. The paint mixture should always be kept wet.

Once the paint is thinned, pick up your natural sponge, which you can find at arts and crafts stores, do-it-yourself places and paint stores. Remember, the smaller the holes, the finer the paint texture on the finished item. Find the side of the sponge you want to use. Tap the sponge in the paint to apply it. Always have a paper towel or newspaper near by to rub off the extra paint, just as with dry brushing.

When using the sponge, you only want to apply a light, thin coat. When the first layer has

dried, you should still be able to see the base color under the tinted coat bleed through. If you don't, water down your paint a bit more for the next layer.

For the next highlight layer, Alfonso added a couple of drops of unbleached titanium paint to the mix. You will probably need to add a few drops of water to the paint to keep it wet. Most importantly, rinse the sponge between the highlights. Your sponge should be clean and damp but not wet when you change colors. Once the paint is ready and the sponge is clean, repeat the process until you have the look you want. Always allow the paint to dry between highlights.

When you finish using the sponge technique, take some unbleached titanium straight from the bottle. Break out your dry brush; with a light hand and a very dry brush, hit the top of the stones—just enough to make them pop when you look at them.

Once your base is done, it's time to paint the trip line. For the wood poles, Alfonso suggested a base of brown grey, then he added a brown, yellow oxide, and unbleached titanium to the posts. After that dries, Alfonso adds more unbleached titanium to the previous mix. Be sure to paint the tops of the posts to give them a fresh-cut look. For the stained lower section of the post, Alfonso used 3 colors straight from the bottle: green, brown, and black.

Now that the paint has dried, you can lay down some static grass. Alfonso used carpenters glue with a few drops of water. Place the glue where you want it, then add the static grass. Take a large pinch and smash it into the glue. Repeat this process all over the terrain piece (He also added some field grass to his particular example).

If you want to make a snowy trap, do the same as before but don't wait for your glue to dry after adding your static grass. Instead, add more glue to your terrain wherever you want snow to be, even on the grass. After that glue has been applied, add whatever substance you prefer for artificial snow. If you have a hard time using snow, Alfonso suggests letting it sit for a few minutes before pouring off the excess. After the excess is removed, you will see why Alfonso had you place the snow before letting your static grass dry; the snow there should look like there are blades of grass poking through the crust of the new.

To finish up, here are a few other examples of traps to give you some ideas. As for me, I had best get back to the shadows... can't let all that danger go unattended, after all. All the best from Alfonso and me on making traps for your battlefield, and have fun!

Finished Traps turning the tide for the Devil Dogs.

~ WARMACHINE ~

SUPERIORITY

ENTER THE CAVALRY!

By **Andy Daniels**, Art Concepts by **Matt Wilson**

Each WARMACHINE expansion has added new types of models to the game. Escalation introduced weapon crews and unit attachments. With Apotheosis came epic warcasters and unique warjacks. Continuing this tradition, WARMACHINE: Superiority adds an amazing and deadly new element to the game: cavalry. The sheer destruction and mayhem a cavalry charge can cause your opponent is unlike anything that has come before.

Cavalry may be a newcomer to WARMACHINE, but it's hardly new to the Iron Kingdoms. The use of horses for warfare in the north stretches back to before the Khardic Empire. Farther south, age-old traditions of knighthood have kept the horse involved in battle through the centuries. After all, once you've stripped away all of the pomp and romanticism surrounding chivalry, what is a knight but an armored weapon on a horse?

Many once believed the era of cavalry passed with the advent of the warjack. Some commanders simply relegated cavalry to more strategic roles such as reconnaissance, screening, border and supply line raids, and so on. Now that the major nations of Western Immoren are engulfed in total war, however, no commander can afford to ignore any of his assets. This same mobility that makes cavalry so useful in these roles also gives it a peerless ability to be where trouble is. Cavalry will be making its presence felt on the battlefield for some time to come.

How Cavalry Works

Mounted troops have several inherent advantages over foot soldiers. The main one is, of course, speed. Nothing on the WARMACHINE table is faster than a cavalry model (not without some magical assistance, that is). That speed advantage is reflected in both range and momentum, which come together in cavalry's prime tactic, the cavalry charge. A typical cavalry model's SPD is 8. On top of that, most cavalry models have a reach weapon that they can use only for charge attacks (more on that

later). Put that together, and you've got an impressive 13" charge range out of the box. That's not the best part, though.

What a horse may lack in mass compared to a warjack, it makes up for with vee-squared. Three-quarters of a ton of horseflesh and armored rider barreling down on you at upwards of 30 miles per hour is going to ruin your day. In WARMACHINE, a cavalry model's mount is itself a weapon with a POW (10 and up) that reflects its size, training, and sheer viciousness. The first time a cavalry model smashes into another model during a charge, it doesn't stop right away. Instead, the mount crashing into the enemy gets to make impact attacks against every model in melee range. If the model clears a path, it keeps on going to it's final charge target.

I mentioned earlier that most cavalry is armed with reach weapons. You'll see a variety of such weapons sported by these models, but the iconic weapon for cavalry is, of course, the lance. This is a rather large and unwieldy weapon which can only be used for charge attacks. Don't think that lance-armed models are helpless in other melee situations. Any model carrying a lance also has another weapon for close-in work. It does take a bit of time to switch weapons, though, so a model can't normally attack with both its lance and close combat weapon in the same combat action.

Devastating charges aren't the only thing that WARMACHINE cavalry has going for it. When ordered to do so, cavalry models can perform a ride-by attack. That is, they can take their combat actions at any point during an advance and then continue moving afterwards. Models armed with ranged weapons can use this to perform the classic "caracole" maneuver — advance into range, discharge your weapon, and pull back.

Sitting up high on a mount confers certain advantages, too. The size and height of a cavalry model is represented by its being on a large base. Cavalry models can make melee attacks through smaller-based models and can ignore models that don't have larger bases than the target when declaring a charge. This height is a mixed blessing, though. It's hard to hide them from enemy fire. Mitigating this to some degree is the fact that they all have at least 8 wounds apiece and pretty good ARM stats. Even though a cavalry unit only has 3 to 5 models, it's going to take a serious effort to destroy it before its right on top of you. Large bases pose another problem. It can be hard to maneuver the models and set up their charge lanes while keeping a unit in formation. This is made a bit easier by what's called cavalry formation: A cavalry unit's models can be up to 5" apart and still maintain unit cohesion.

Strategy & Tactics

...And a few tricks.

By now you're probably asking yourself, "What does this all mean to me?" Let's have a look at how these abilities can best be put to use on the gaming table.

Obviously, the charge is the

deadliest thing in cavalry's arsenal. It gives you a truly devastating punch against most foot units. Your cavalry unit can virtually annihilate an enemy infantry unit with a single charge. Because of its large base, a cavalry model will typically make impact attacks against two or three enemy models when it crashes into a line of troopers, and, on average, destroy more than half of them. That's before it's even gotten to its charge attack. Use that to take advantage of the weapon's reach and cavalry's ability to attack over other models to attack something in a back rank. (Remember that cavalry can see over those front ranks when declaring the charge.) This is a great way to pick off unit leaders or solos that are hiding behind a line of troopers.

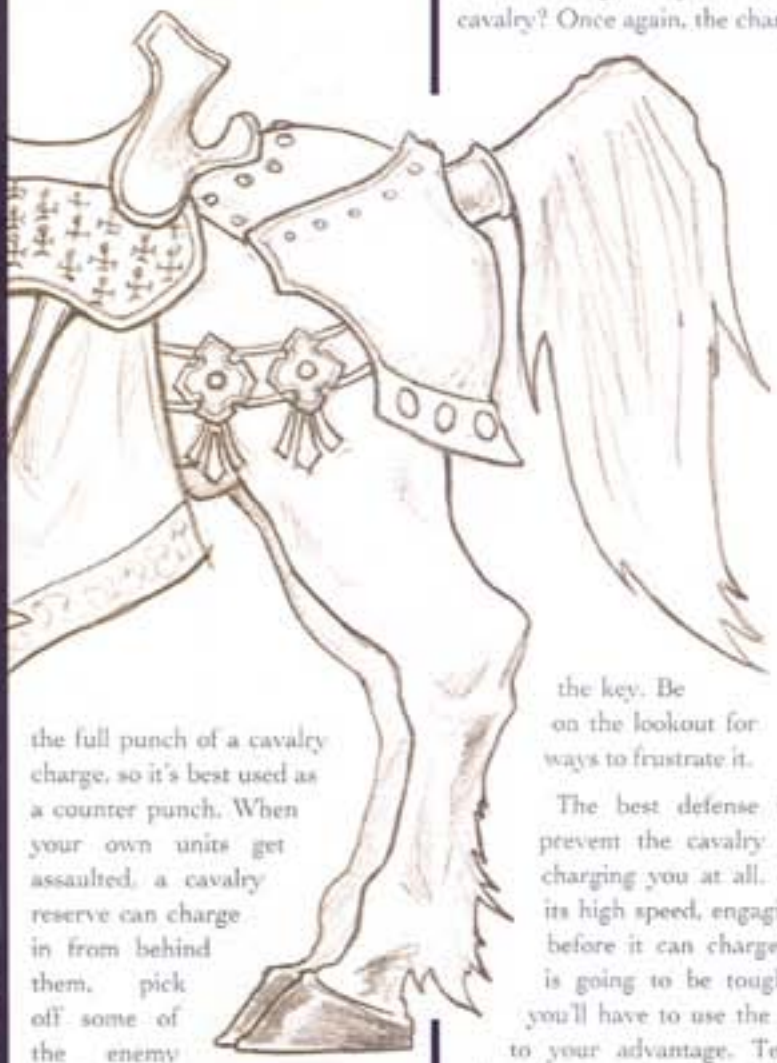
It's a very good thing that your cavalry can devastate enemy units that way, because getting bogged down in hand-to-hand combat is very bad for it. That same large base which allows a cavalry model to make so many impact attacks also allows a lot of small-based enemy models to mob it in return. At the normal 1/2" melee range, a good 10 small-based models can be packed around a large-based one. With 2" reach, the number is absurd. That's an extreme case, of course, with the model completely surrounded by its enemies, but still, you can expect each cavalry model to be subjected to several attacks when in a fray. Also, the cavalry model won't be able to make impact attacks when tied up in melee like this. It will kill usually one enemy each turn, so the sheer weight of numbers will bring it down. Finally, getting caught like this nullifies cavalry's other big advantage, its mobility. You can try to move it away, but it probably won't survive the number of free strikes that it'll take in doing so.

These vulnerabilities highlight the fact that cavalry really shouldn't operate on its own. A combined arms approach is called for. More than any other model type in WARMACHINE, cavalry is at its best when it works in concert with other kinds of models, each supporting the other. For instance, you'll want to use your ranged attacks to open up charge lanes for your cavalry. Long Gunners and Widowmakers are particularly adept at this. I'll illustrate this combined arms approach with a couple of combos.

The first combo makes use of the limited duration of a cavalry lance's reach. After the charging unit's activation is over, it won't be engaging enemy models that are more than 1/2" away. Those models can then be picked off with ranged attacks without incurring any of the firing into melee penalties. With luck, you'll have killed off enough enemy models to cause them to flee, giving your shooters back strikes against them. Have your charging models take an indirect line to their targets when you do this so that your ranged attackers will have LOS to the enemy models after the charge.

The next combo uses cavalry's height advantage and reach. Send your small-based infantry in first to engage the enemy. Troopers that can form up into a shield wall are ideal for this, but pretty much anything will serve as long as you position the models so that they block melee attacks to anything behind them. Then, charge those same enemy models with a cavalry unit. Your cavalry will have LOS to the enemies and be able to attack them over your own models' heads, while your infantry screen will allow the mounted troops to circle around or move away and hit another target next turn without fear of free strikes. Make sure

your cavalry doesn't contact your own troops during this maneuver, though, or you'll find them taking friendly fire back strike mount attacks. This combo doesn't use the full punch of a cavalry charge, so it's best used as a counter punch. When your own units get assaulted, a cavalry reserve can charge in from behind them, pick off some of the enemy attackers, and then move on next turn.



Of course, warcasters can also help maximize your cavalry's effectiveness. The Iron Lich's Scything Touch spell makes Soulhunter impact attacks truly lethal. Anything that increases mobility, such as the Piper's March song or the Harbinger's Crusader's Call spell, is a no-brainer. Ghost Walk is great for getting Soulhunters into position. Epic Vlad's feat (+3 to all stats, an extra attack, and boosted rolls) is simply insane when used on Iron Fang Uhlans.

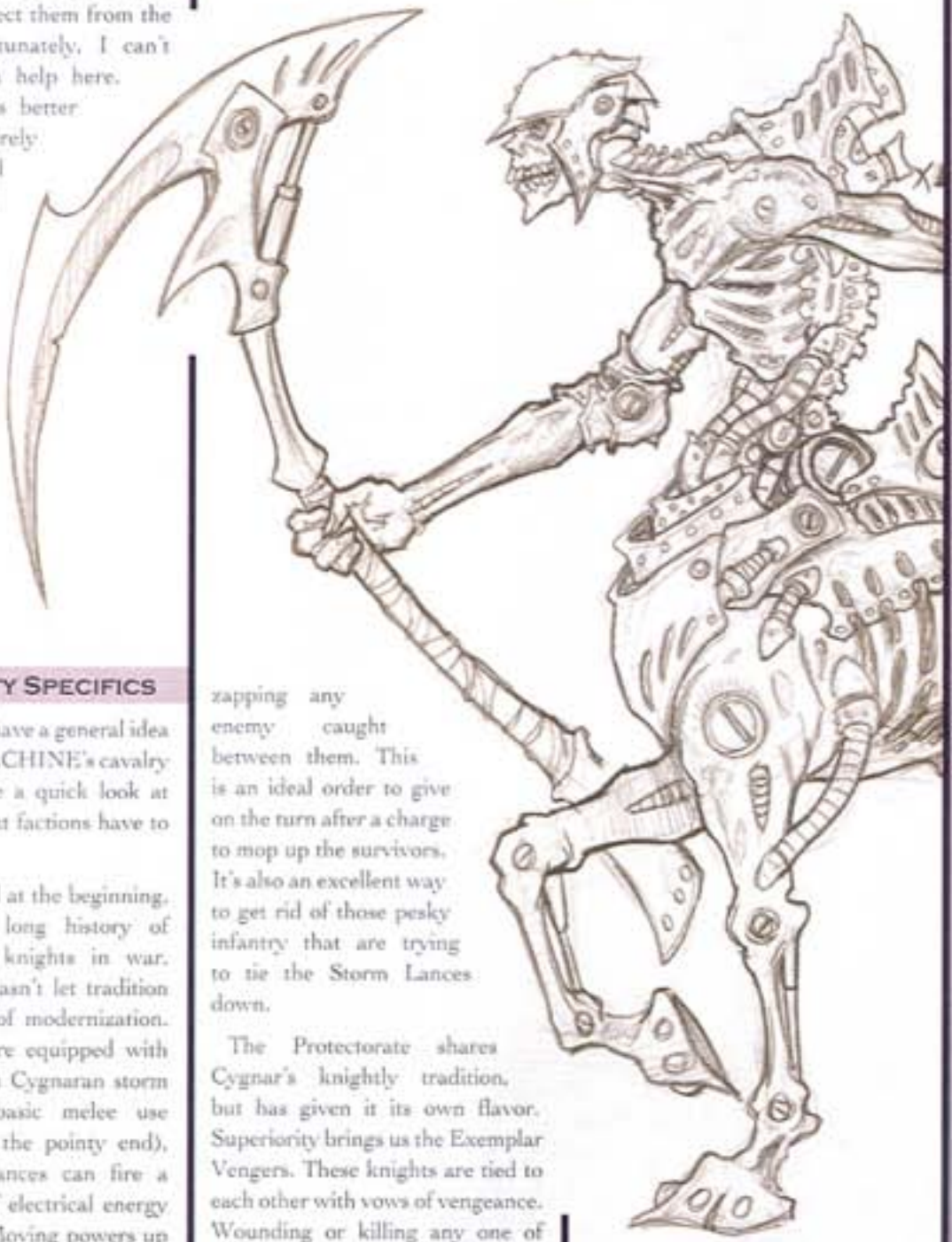
Looking at it from the other side of the table, what can you do to defend against your enemy's cavalry? Once again, the charge is the key. Be on the lookout for ways to frustrate it.

The best defense is to prevent the cavalry from charging you at all. With its high speed, engaging it before it can charge you is going to be tough, so you'll have to use the table to your advantage. Terrain is your best friend, just like it says in the book. Maneuver so that LOS to your models is blocked or so that you interpose rough terrain and obstacles between you and the enemy. If the terrain on the board doesn't help you, make some of your own. Smoke bombs, Burning Ash, Breath of Corruption, Murder of Crows, Inhospitable Ground and many other spells and effects will let you take away charge lanes by blocking LOS or creating rough terrain. Reducing the cavalry's mobility in other ways works just as well. Deneghra's Crippling Grasp spell (as well as her feat) will prevent cavalry from charging at all. Her sister Haley's Temporal Barrier spell won't necessarily prevent a charge, but it'll slow it down enough that the enemy cavalry won't get to you first. Once you've taken away the cavalry's mobility, you'll be free to shoot it up or take it down with melee attacks yourself.

You can't hide forever, though (and doing so isn't very Page 5), so you'll need some other anti-cavalry tactics in your repertoire. Your own cavalry is a good counter to enemy cavalry—even the threat of a countercharge can keep it away—but what can you do if you don't have any? One of the best ways to blunt a cavalry charge is to have a line of light infantry such as Sword Knights, Zealots, or Mechanithralls followed by your heavy hitters. Ideally, the skirmishers will tie up the approaching cavalry and allow your assault troops to move in and put the hurt on the horsemen. Even if a cavalry charge breaks through the picket line, it will have spent its impact attacks in the process, so the main body of your forces won't take that much damage. Steelhead Halberdiers are great for this. Set Defense improves their survivability against impact attacks, while Forefend and 2" reach could kill an incoming cavalry model before it makes a charge attack. Even if it survives, it'll be softened up for your counterattack.

Solid formation in shield wall are a nightmare for cavalry, but there's a down side to keeping your troops that close together. When your models are bunched up, they're much more vulnerable to AOE attacks. (There's that combined arms thing again. If the enemy

cavalry doesn't get you, its artillery will.) This is a classic dilemma: Should you disperse your forces to protect them from the AOE attacks, or do you keep them together to protect them from the cavalry? Unfortunately, I can't offer you much help here. Which option is better depends entirely on the overall situation. You'll just have to use your best tactical judgment for this.



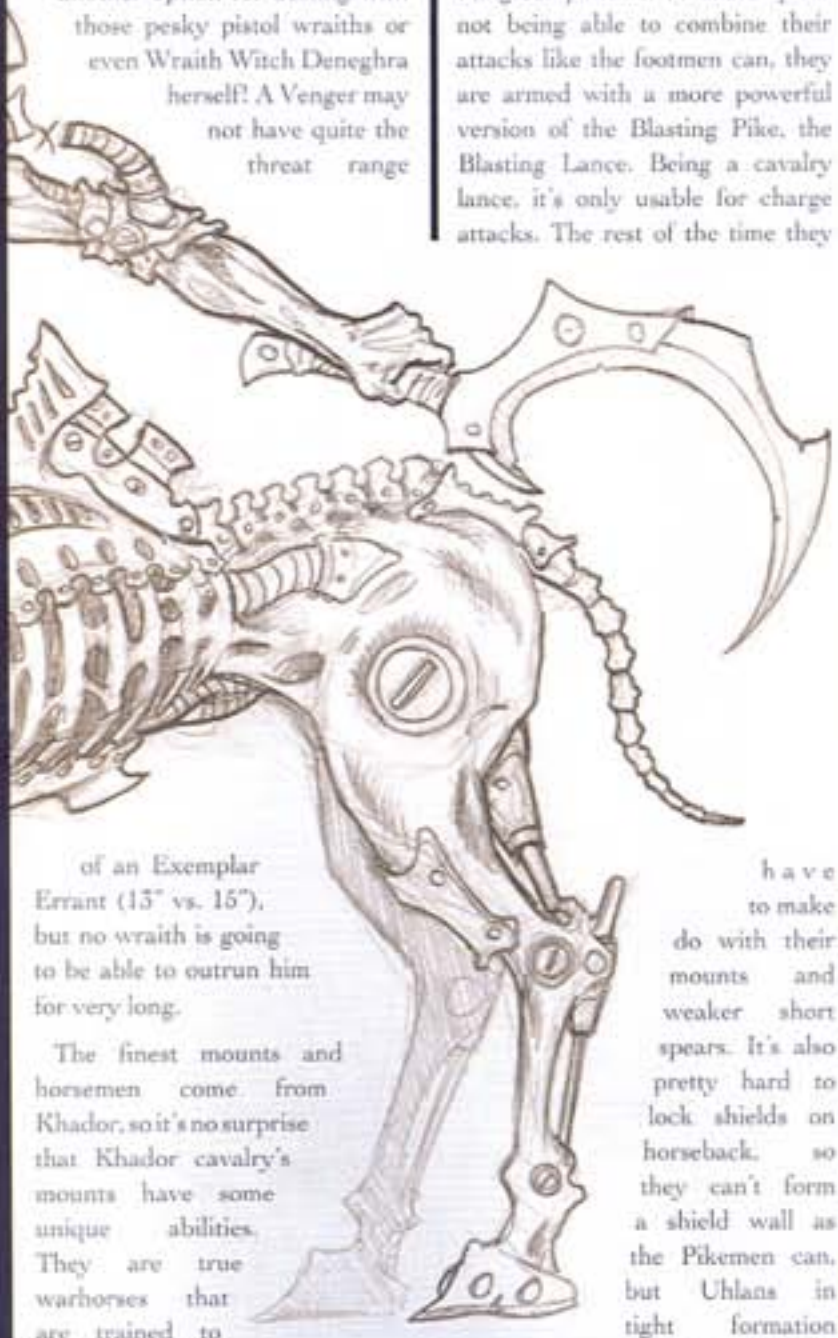
Superiority Specifics

Now that you have a general idea of how WARMACHINE's cavalry works, let's have a quick look at what the different factions have to offer.

As I mentioned at the beginning, Cygnar has a long history of using mounted knights in war. Fortunately, it hasn't let tradition get in the way of modernization. Storm Lances are equipped with the very latest in Cygnaran storm tech. Besides basic melee use (stick 'em with the pointy end), their Electro Lances can fire a POW 12 bolt of electrical energy at short range. Moving powers up the lance's electrical charge for a +2 damage bonus, which presents an interesting tradeoff: Have the model stand still for a better chance of hitting or move it and do more damage? If that weren't enough, when ordered to do so Storm Lances can extend this electrical field to fellow unit members, zapping any enemy caught between them. This is an ideal order to give on the turn after a charge to mop up the survivors. It's also an excellent way to get rid of those pesky infantry that are trying to tie the Storm Lances down.

The Protectorate shares Cygnar's knightly tradition, but has given it its own flavor. Superiority brings us the Exemplar Vengers. These knights are tied to each other with vows of vengeance. Wounding or killing any one of them gives them +2 to STR and ARM and the ability to charge across rough terrain and obstacles for a round. They are not only adept with their blessed lances but are also masters of the swords they bear, rolling an additional damage die on attacks with those sword. These abilities give Vengers that haven't charged more punch and resilience than other cavalry, so

they don't need as much support as the others do. The Vengers' blessed lances, like the crossbows of the Exemplars Errant, will damage models that can only be affected by magic attacks. This gives you another option for dealing with those pesky pistol wraiths or even Wraith Witch Deneghra herself! A Venger may not have quite the threat range of an Exemplar Errant (13" vs. 15"), but no wraith is going to be able to outrun him for very long.



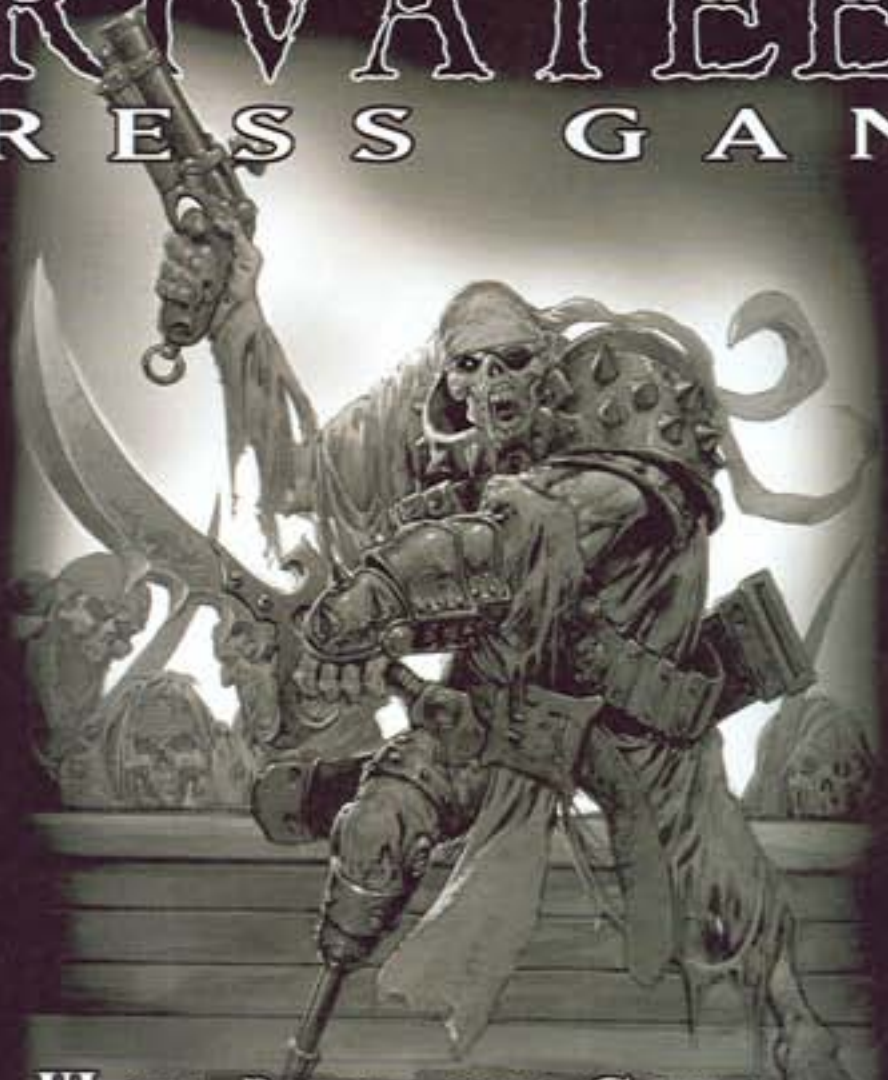
The finest mounts and horsemen come from Khador, so it's no surprise that Khador cavalry's mounts have some unique abilities. They are true warhorses that are trained to lash out on their own or as directed by their riders. A Khador cavalry model's mount not only has a higher POW than those of other mounts, but will knock its target down on a critical hit and is even able to attack when the model didn't charge. Iron Fang Uhlans carry weapons and armor that are modern refinements of ancient weapons and have abilities that are very similar to their pedestrian Iron Fang compatriots. To make up for not being able to combine their attacks like the footmen can, they are armed with a more powerful version of the Blasting Pike, the Blasting Lance. Being a cavalry lance, it's only usable for charge attacks. The rest of the time they have to make do with their mounts and weaker short spears. It's also pretty hard to lock shields on horseback, so they can't form a shield wall as the Pikemen can, but Uhlans in tight formation still get a +2 ARM bonus. Because of this, they can tend to bunch up more than other cavalry, making maneuvering more difficult.

Cryx's necrotechs recognize the utility of a swift, easy to produce strike force. In their own inimitable way, they've improved on the basic concept of cavalry, fusing rider and mount into a single entity that blends the best of both—the speed and stability of the horse with the deathdealing capabilities of the thrall. These perversions of nature, known as the Soulhunters, are sent forth to slaughter the living and gather their souls. Soulhunters gain soul tokens from living models they kill which they can use to boost attack and damage rolls. They don't carry lances, but each one is armed with a scythe that gains +2 on charge damage and a sickle that will heal the Soulhunter for d3 points when it destroys a living model. With these guys, you'll want to pick the low-hanging fruit first to load up on soul tokens before going after your enemy's heavy hitters. You'll also need to be much more careful about not getting them bogged down in combat than with other factions' cavalry. They're only ARM 15 as opposed to the ARM 17 of the others, so they'll drop a lot faster.

In Conclusion...

Cavalry is an exciting new addition to WARMACHINE. Of course, an article this brief can't even begin to cover all of the possibilities of these new models, but I hope I've given you a pretty good idea of what to expect. You might even decide that cavalry doesn't suit your play style. Not to worry. There's plenty of other new stuff coming in WARMACHINE: Superiority that'll help you wreak havoc on your opponents.

PRIVATEER PRESS GANG



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Inside the **Walls of Sul!**

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Bane Lord Tartarus pays a visit to the Winterguard of Outpost 517.

WARMACHINE

SUPERIORITY

TOTAL WAR IN THE IRON KINGDOMS

The fates of nations lie in the hands of the steadfast soldiers persevering on the fron lines, and WARMACHINE: Superiority places a magnifying glass on their struggles. I addition, Superiority bolsters the warring nations with new warcasters, units, warjack solos, and new rules for special weapon attachments and cavalry.

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